USE TOGETHER WITH RULEBOOK!

Game setup, Scenarios, Tutorial, & The World of Voidfall

MINDCLASH GAMES

COMPENDIUM

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Welcome to a Grim Galaxy

The once flourishing empire of Domineum is no more. Great leaders and mighty fleets have lost their humanity, distorted until they became mindless puppets of one entity more ancient than the universe. We saw the signs. We heard the whispers. We trusted the Novarchs. And it all led to the apocalypse of our civilization: the Voidfall.

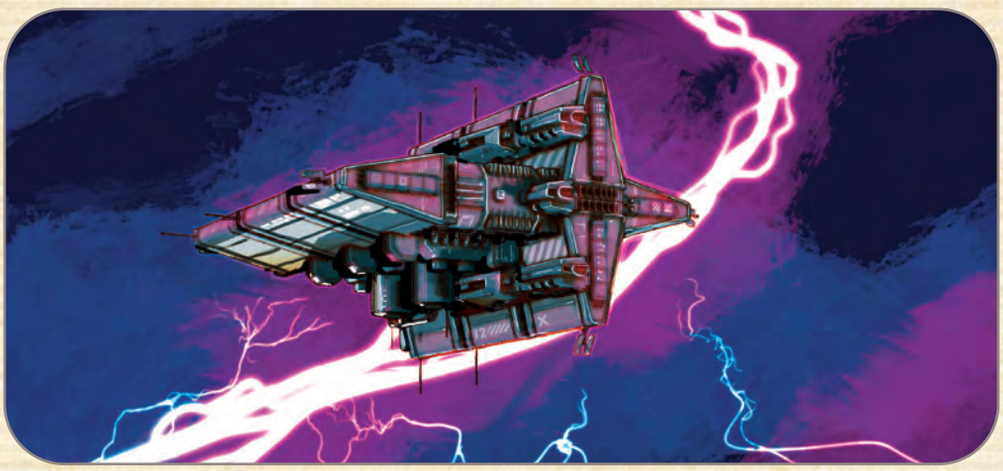
For centuries, the Novarchs, descendants of the royal House of Novarchon, have ruled with an iron fist over the feudalistic galactic empire of humankind, the Domineum. During this time, they brought stunning technological innovation and scientific advancements to their domain. This accelerated progression helped the Domineum reach—and eventually inhabit—even the farthest segments of the known galaxy, where new Houses emerged to govern the outer sectors of the empire. As the House of Novarchon grew in power, so did the religious cult that surrounded them, proclaiming grim prophecies about an ancient cosmic being from another dimension: the Voidborn.

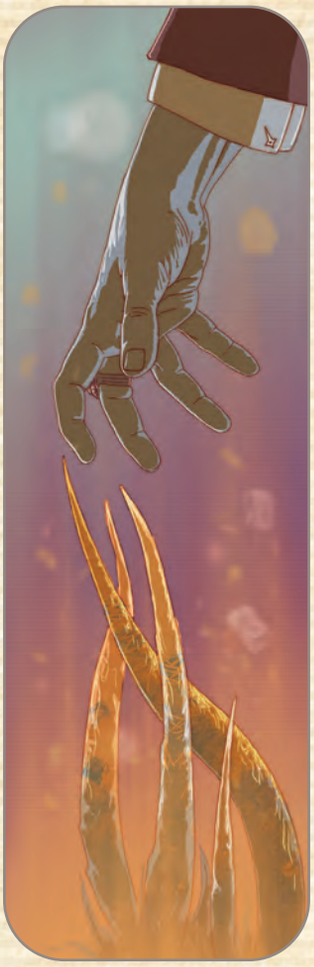
Many thought it to be only a myth, but in truth, it was the Voidborn's dark influence that granted the Novarchs the sheer knowledge to achieve rapid expansion for the empire. While the cult of the Novarchs envisioned eternal life through the otherworldly entity, the Voidborn's only intention was satiating its eternal hunger. And so, when the Domineum had achieved a vastness fitting the Voidborn's craving, interdimensional rifts opened at its heart to unleash cosmic corruption. As the House of Novarchon and its followers welcomed the Voidborn and sought their false salvation, the entity infected and spread and seized control over the inner worlds. Now, it is time for the remaining Great Houses to purge the galactic corruption, prevent the Voidborn from fully manifesting in our dimension, and to ultimately overcome the chaos as the new rulers of the Domineum…

A Menace from Beyond

The Voidborn is an ancient cosmic being that exists in the endless void between the dimensions. It has the ability to cast its mind through the entire universe, operating as a single consciousness with separate parts able to act autonomously as long as they are still connected to the greater body. The scattered elements of the Voidborn manifest as a formless parasitic matter that moves from organism to organism, grows, and spreads. It starts with small, microscopic lifeforms but grows exponentially until it encompasses and consumes entire planets.

Since the birth of the universe, the Voidborn has devoured countless civilizations and galactic empires, absorbing all their knowledge. When the parasitic projection of its consciousness finds a new intelligent species, the Voidborn plants itself in their minds. Then it starts to influence and boost their evolution by transmitting knowledge to their subconscious as inspiration and ideas, only to help them expand to a size suitable to the entity's hunger. As soon as the infected civilization reaches the desired size, the Voidborn emerges from the deep void to reap what it has sown.

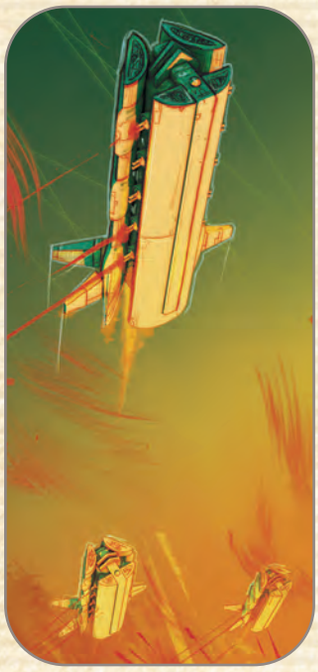




Corruption

The Corruption is the in-game representation of the spread of the Voidborn's influence, now attempting to infect your people, your House, and the rest of the galaxy. Its presence is constantly felt in every sector not already under your control at the start of the game. You can take it upon yourself to rid your sectors of this unwanted intrusion, but if you do, the Voidborn's will and whispers will find their way amongst your House's paths of power: if it gets onto your House mat, it will limit your ability to set Agendas or to reap the benefits of increasing your House's quality of existence. Additionally, the more your House is corrupted, the stronger the Voidborn's forces will be against you during its Skirmishes. If however, you let it fester in the sectors your House controls, it will poison everything it touches, also limiting your ability to increase your population. Finally, you can try and eradicate its influence both from your sectors and from your House, but as you can imagine that's no easy task…

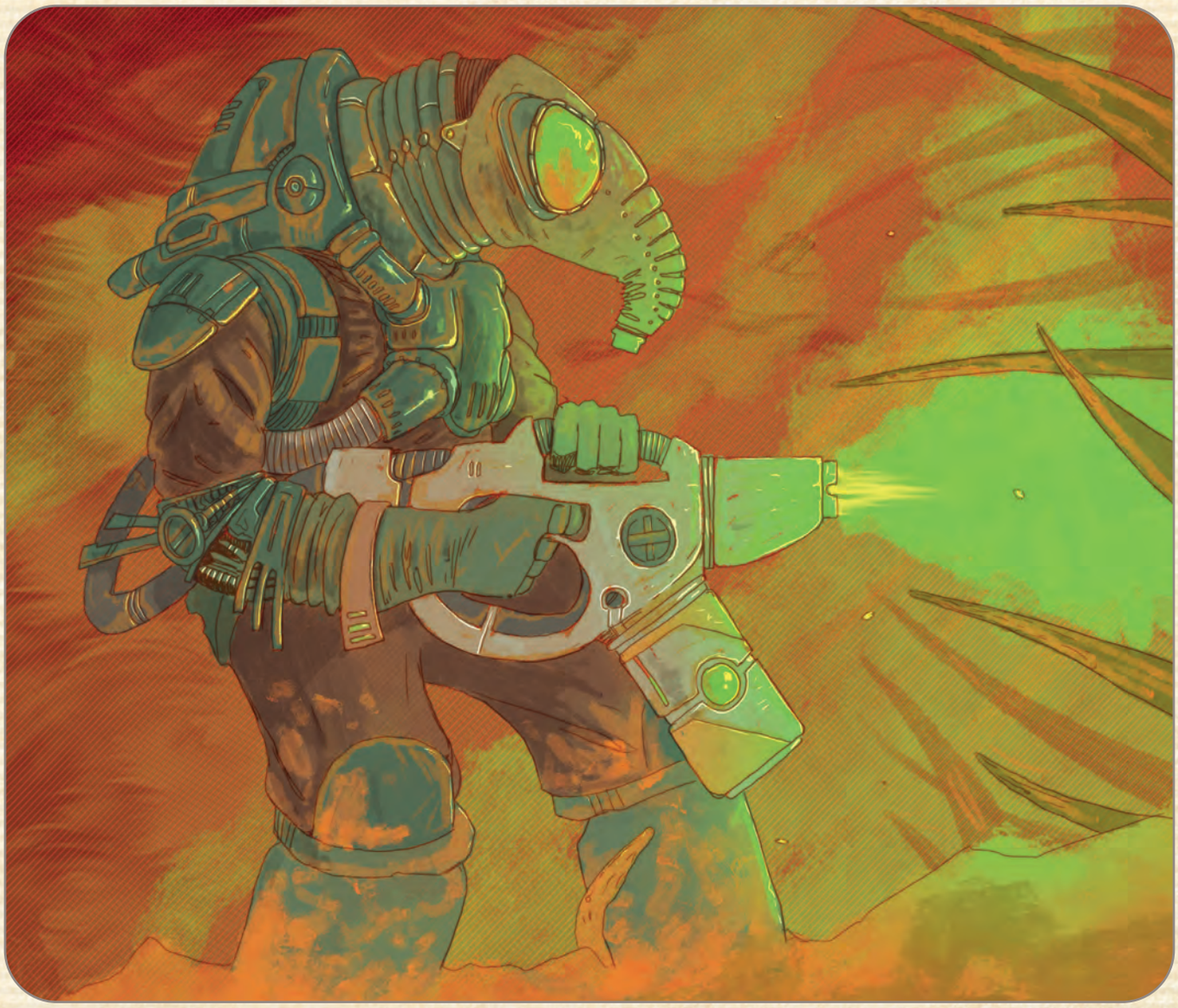
An Empire in Decay

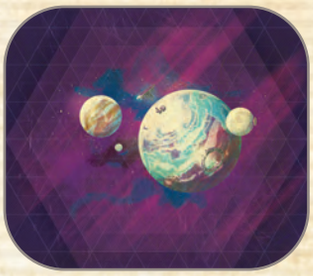


Centuries ago in a distant part of the universe, the Voidborn found a planet with a nascent human civilization and planted itself in the minds of its greatest leaders, thinkers, and scientists who later formed the royal House of Novarchon. Through the parasites connected to their subconscious, they were inspired and gained knowledge which helped them start a greatly escalated period of intensive scientific and technological advancements, all guided by the insidious will of the Voidborn.

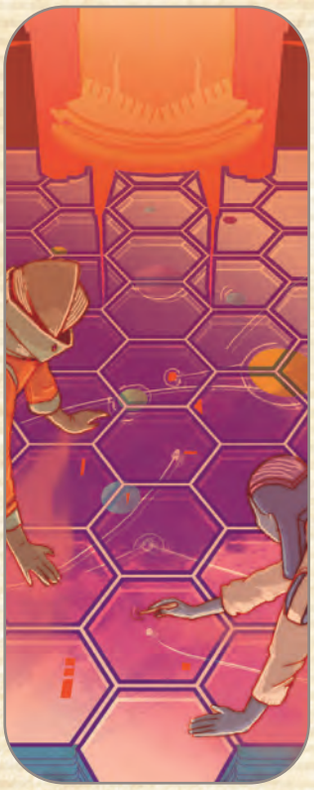
The civilization thrived and expanded into the stars, forming the interplanetary empire called the Domineum. Induced by the Voidborn, new technologies came to life that allowed the fledgling empire to manipulate the conditions necessary for life within the new systems they explored. For the following centuries, the Domineum continued to expand at a greater rate, stretching into more remote systems and eventually inhabiting the entire galaxy. While the Domineum prospered and advanced, the Voidborn waited and whispered into the minds of the Novarchs. When the empire had grown to a size suitable to the Voidborn's hunger, it tore a hole in the fabric of reality, opening rifts to the Domineum's dimension. This defining event is simply referred to as the Voidfall.

With the Voidborn's arrival, its corruption intensified and manifested in an organic infestation spread across those whose minds were infected. It didn't only alter and take control over their body, but also spread and manipulated whatever energy source it could find: machines, buildings, spaceships. The core of the empire became fatally contaminated and the corrupted forces of House Novarchon, now controlled by the Voidborn, turned against the rest of the Domineum.





Sectors and Scope

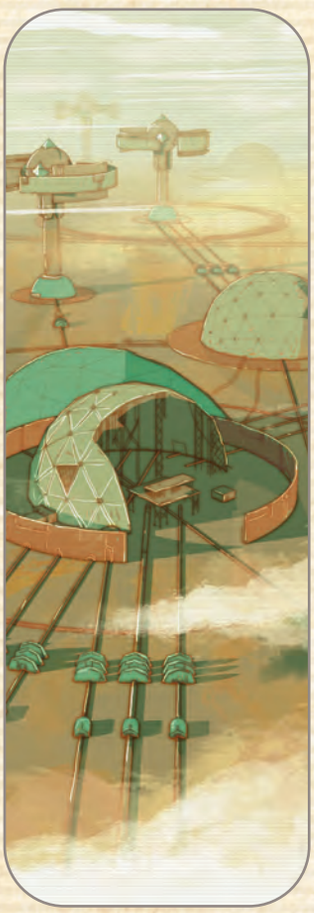


At the center of the game is the map of the galaxy, representing a large part of the Domineum. It is divided into sectors that are considered separated by the mind-boggling distances of deep space between them. Thanks to the knowledge granted by the Voidborn, the faster-than-light drives the Houses now possess are capable of plotting jumps to nearby sectors.

Each sector represents a coherent star system, full of inhabited and industrialized planets with millions to billions of human souls, the majority of whom are now under the corrupting control of the Voidborn. The primary measure of a sector's value is its Population: a more densely populated system is able to produce more, and is often worth more to conquer. Some special sectors have fixed Population values (representing specific worlds with unique properties) that cannot be modified during the game; others are uninhabited sectors with no discernible Population at all.

Some sectors on the map are separated by Voidstorms, representing extradimensional navigation hazards created when the Voidborn opened the rifts. These tokens block adjacency, forcing you to take a roundabout way getting to some sectors.

Beyond its scale of representing massive distances in space, a game of Voidfall also tackles a mighty scope in time: each play is split into three Cycles, each representing several decades of events. Each turn you must select a Focus card, a high level order that sets the course of your civilization for years to come. Improving a sector represents the work of millions and the fruits of their labor. One invasion is actually a drawn out war of many months, where the stronger and better prepared eventually prevails, despite fleeting heroics of the individual.



Infrastructures and Production

Voidfall is a game of empire building and management, where the infrastructures and investments of your House are represented by Installations and Guilds. Guilds represent planetary industries producing the key supplies and research required for human expansion, and will impact your production. Installations have military purposes and therefore represent defense systems, shipyards, and weapon installations which will allow you to create and deploy fleets or defend your sectors.

Supplies, assets, wealth, and other means in the Domineum are collectively represented by the five resources of the game: Food, Materials, Energy, Science, and Credits. All five resources are generated by your production values, which are based on the types of your Guilds and the value of the Population in your sectors. On top of the resources, you'll collect Influence, which is a measure of your House's success. The player with the most Influence will be victorious at the end of the game.

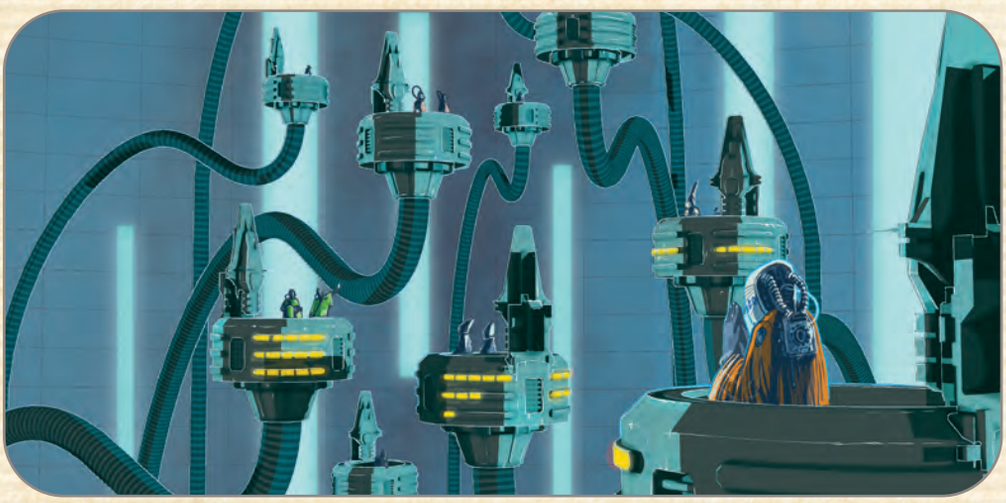
Fleets and Fleet Power

Besides the Guilds and Installations, the other vital elements on the map are the Fleets, consisting of a Fleet type and Fleet Power. Fleet type indicates the class of ships in the fleet and Fleet Power represents command capacity and a logistical maximum of ships you are able to direct at any given point. If you gain more Fleet Power, that represents an increase in your maximum global command capabilities. A Fleet Power indicates the capability of dozens to hundreds of similar ships, while a whole fleet potentially represents multitudes of them. It helps to understand and remember several rules if you understand that a Fleet Power doesn't mean actual ship "hardware," but your ability to command fleets on a galactic scale. Gaining access to more ships over the years is always possible given the resources of a galactic civilization, but the ability to command thousands of ships effectively across light-years isn't. This concept explains why Fleet Power destroyed in battle returns to your active pool on your House mat, and why you have a hard limit of Fleet Power during the game.

The most common fleet type in the Domineum is the Corvette which can be upgraded with certain technologies. Other higher class Fleets you will encounter are the Sentries (best for defense), Destroyers (best for offense), Dreadnoughts (a multi-use Fleet type), and Carriers (acting as mobile shipyards).

Politics and Commerce

In Voidfall, the political and commercial aspects of a human galactic civilization manifest in the form of Agenda cards and Trade tokens. Agendas represent the political reality of the galactic theater, allowing Houses to select their own ways and conditions of acquiring Influence. Trade tokens represent trade routes and other economic connections that Houses form with civilians throughout the galaxy. The more Agendas you've set, the more bureaucratic oversight you have, and the more Trade tokens you can have in play simultaneously. Each Trade token can be used to offset the logistical burden of enforcing (scoring) your Agendas, or expended to gain access to additional actions.



Science and Technology

Before the extradimensional corruption poisoned the seeds of the Domineum, the overall technology level was simple and unwieldy. Since the Voidborn's purpose was to increase the size of the infected civilization as fast as possible, it planted ideas and knowledge in the minds of the Novarchs that, ultimately, supported only its craving. Interplanetary travel and advanced spaceships as well as colonization and industrialization became the pioneering technologies, while everything else that wasn't necessary for the parasite's growth developed much more slowly or not at all. This unbalanced evolution of technology resulted in a functional low-tech approach with only a few high-tech solutions.

All Houses are specialized in 2 of the 28 unique Technologies and start with one at the beginning of the game (as shown on their Origin card). You can have a total of 5 during the game, one for each slot atop your House mat. Some technologies can also be improved once your Civilization is advanced enough, provided the spark for such a breakthrough is available…

Houses of Domineum

The old Domineum used to be a feudal, aristocratic system with the Supreme Novarch at the head of power. The Supreme Novarch was always a member of the royal House of Novarchon, who were the descendants of the founders of the Domineum, the Novarchs.

In time, the Domineum started to expand, and new Houses arose to explore distant parts of the galaxy and take control over them on behalf of the Supreme Novarch. After the newly formed Great Houses managed to adapt their way of life to the extraordinary circumstances of these remote worlds, they gained the right to govern their own domains. They developed their own cultures, their own economies, even their own military forces, all while obeying the fundamental laws of the Domineum set by the Supreme Novarch.

While House Novarchon remained at the core of the empire as the inner circle of political and religious power, the Great Houses became the pioneers of the outer worlds. For this reason, the Great Houses became quite different in many aspects from each other. Every citizen of the Domineum is human, but due to the Great Houses' different directions of da evelopment, many people in the outer sectors live with mutations, augmentations, implants, or other effects of evolution.

When the Voidborn arrived at the Domineum, House Novarchon, along with their many followers from the inner worlds, accepted the false promise echoing in their minds and embraced the manifesting corruption. The Novarchs, leaders of a once glorious empire became the Harbingers of the Voidborn and laid waste on their own creations while leading their corrupted forces into a war with the Great Houses.

Each player plays as one of the Great Houses in the outer rim of the Domineum that remained free of the Voidborn's corruption. The Great Houses' divergent evolution is represented by their unique House mat with the three Civilization tracks and a unique ability, and their Origin card which determine their starting forces, resources, technology, and many more minor asymmetries.

Other Houses will appear in the game, known as Fallen Houses, who attempted to break free of the Voidborn's control, but weren't strong enough and are still struggling under its influence. They still have something to contribute to the fight—if you can liberate them, they will give you precious technologies and boosts.

The Future of New Domineum

You can play Voidfall cooperatively or competitively. Thematically, the cooperative game takes place soon after the rifts have opened, and the Voidborn's presence begins to manifest. The players must work together to shut down the interdimensional portals and prevent the entry of the complete corporeal form of the Voidborn into the Domineum. The competitive game starts some time after this, where corruption and Voidborn controlled forces still hold the majority of the galaxy, but the direct connection to its realm has been severed, its control weakened. The once prospering worlds of the Domineum are now ripe for the taking, and the formerly allied Houses now all see an opening to liberate, conquer, and unify humanity under their own banner and form a new Domineum.

The Rifts Have Opened...

In the cooperative game, the threat of the Voidborn's takeover of our galaxy is imminent.

At least one massive interdimensional Rift has opened to the extradimensional space we now know as the Void. Through these Rifts, the Voidborn reached out to those with infected minds, turning them into corrupted soldiers to execute humanity's subjugation per the Voidborn's commands. Are they still human, or just empty puppets? We cannot tell. Either way, the threat of inevitable skirmishes from the Novarchs' fleets now corrupted to serve the Voidborn looms from beyond our systems.

But the part of humanity free of the Novarch's chains has come together to find a way to shut down the Rifts and to push back the maddening influence of the Voidborn. The remnants of Domineum are suffering from several crises at the same time, and every uprising, every famine, every unregulated research project is a potential way for it to take over more minds.

The players can suffer these crises, or attempt to solve them —but if we let too many of them linger for long, it's a recipe for a catastrophe. Mechanically, these crises act as either negative events or as in-game objectives requiring players to go beyond their usual targets or act wastefully on purpose, making sacrifices to solve them. Crises can be of economic or military nature, and if multiple crises of the same type remain ongoing at a given time, a catastrophe happens—the fourth of which will signal the doom of humanity and immediate game loss. Additionally, the more crises that are ongoing, the more toll they take on the Houses: if the economy is in turmoil, the players will bleed resources, while if the military troubles are unchecked, the strength of the Voidborn's skirmishes will rapidly increase.

But the alliance of humans is not without its own tools. Uniting gives better options, represented in the game by the Joint Focus cards: players can replace familiar Focus cards with better versions. Joint Focus actions commonly allow players to help their teammates on their turn, allowing you to assist each other where needed most.

When playing Voidfall cooperatively, players are meant to discuss details of strategy. Suggesting which Focus to play, which strategies to pursue, which ongoing Crises to solve, or how to optimize Joint Focus actions are all allowed and encouraged, since Voidfall is not built on hidden information. We do however, actively encourage letting each player manage their own Focus and Agenda cards, and all their action selections—after all, it's their own empire…

Game setup

GENERAL SETUP

1 Place the Galactic board on the table. Use the side appropriate for the competitive mode or the cooperative/solo mode, denoted by the icon in the top left corner.

1a Create Trade token stacks on the six spaces shown at the left side of the Galactic board, determined by the number of players.

- **Solo:** 1 token on each of the spaces, except the bottommost (leave that space empty). Return the remaining 7 tokens to the box.
- **2 players:** 1 token on each of the spaces. Return the remaining 6 tokens to the box.
- **3 players:** 2 tokens on each of the spaces, except the bottommost (leave that space empty). Return the remaining 2 tokens to the box.
- **4 players:** 2 tokens on each of the spaces.

2 Set up the four Agenda offers:

2a Place the Agenda board at the side of the play area.

2b Sort the Agenda cards by their backs into four decks and shuffle them separately, then place them face down on the left side of the Agenda board.

2c Take the top card of each of the four decks and place them face up on the right side of the Agenda board, next to their respective decks.

3 Place the Main Combat tile at the top of the play area.

4 Create the common supply:

4a Create face-down draw piles of Bounty and Reclaim tokens, shuffling them separately.

4b Place all Glory tokens next to them.

4c Place all Fleet tokens next to them, separated by their 6 types.

4d Create pools of the Guild and Installation tokens, Voidborn Fleet Power cubes, standard Population dice, fixed Population dice, and Corruption markers.

5 Each player should place the following set of player components in their personal play area (and return the components with unused colors back to the box):

5a Put an Influence board of your color in front of you and set it to **10.**

5b Take the 9 Focus cards (showing your color on their face) in your hand.

5c Put your *Innovation* Focus card in a personal Focus discard pile. This card cannot be played in Cycle 1.

5d Put a (generic colored) Resource board in front of you. Set all ten dials to **0.**

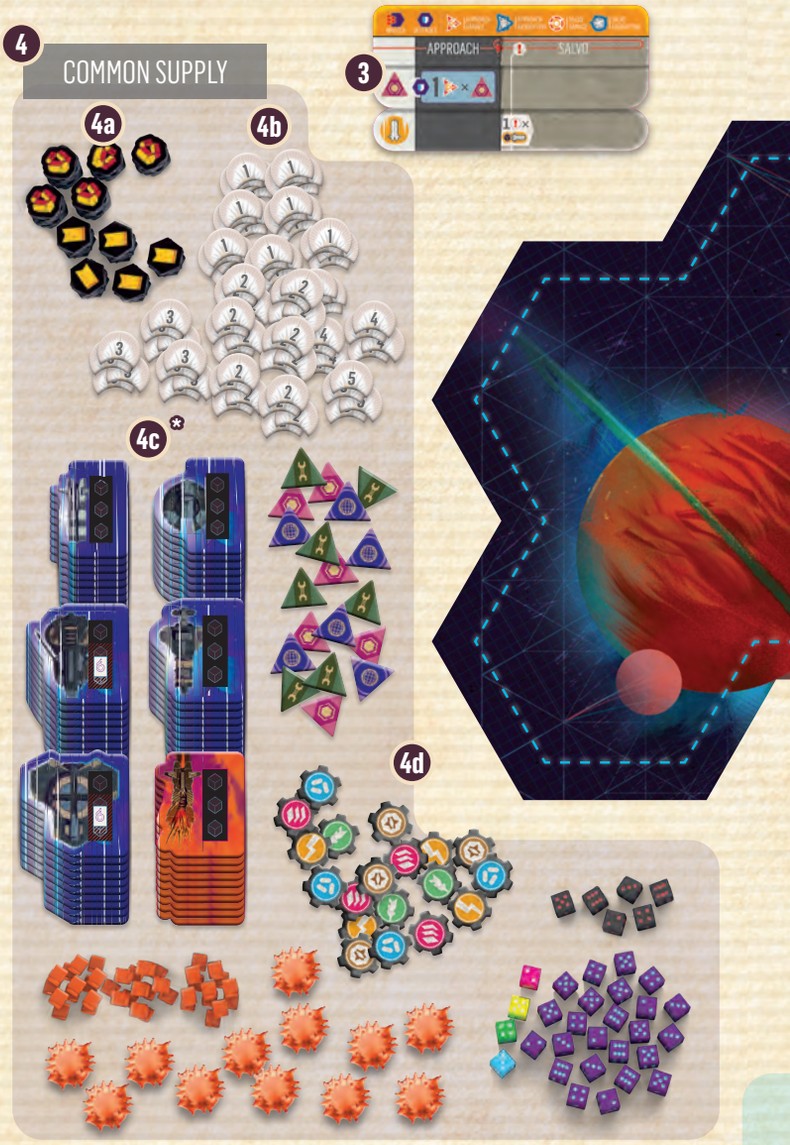
5e Take 14 Fleet Power cubes of your color.

5f Take a Glory token showing "2" from the common supply.

6 Randomly determine the Turn Order for the start of the game. The first player places their Turn Order marker on the leftmost space of the Turn Order track of the Galactic board. Each consecutive player places their markers on the next leftmost empty space.

ADDITIONAL SPACE FOR CO-OP COMPONENTS

7+ (FOR SETUP, SEE PAGES 12-13)



*These components are different in the Galactic Box version of the game.

1 GALACTIC BOARD

TECHNOLOGY TABLEAU
(FOR SETUP, SEE PAGE 16-17)

GALACTIC EVENT CARDS
(FOR SETUP, SEE PAGE 16)

MAP
(WILL BE DIFFERENT FOR EACH SETUP.
FOR SETUP, SEE PAGE 13)

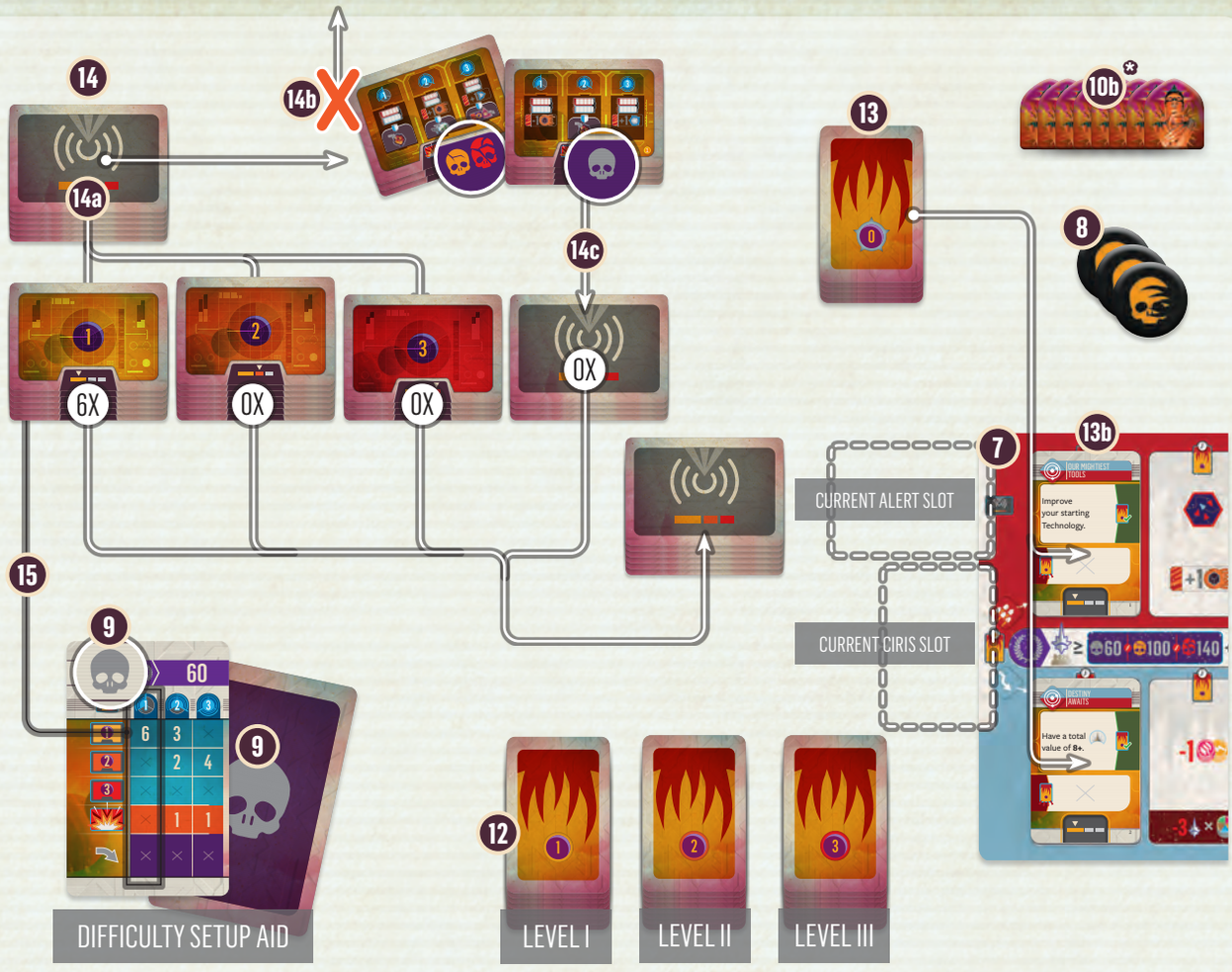
2 AGENDA OFFER

PLAYER COMPONENTS 5

PLAYER MAT
(FOR SETUP, SEE PAGE 18)

FOCUS DISCARD PILE

FOCUS DISCARD PILE



7 Place the Crisis board on one side of the play area.

8 Place the three Catastrophe tokens nearby.

9 Select a difficulty level: Easy, Medium, or Hard. If this is your first time playing against the Voidborn, we strongly recommend selecting Easy. Find the Difficulty Setup Aid card matching your chosen difficulty, and place it near the Crisis board.

10 Place a number of Harbinger tokens in the common supply, depending on the number of players:

10a **Solo:** 7 Harbingers,

10b **2 players:** 8 Harbingers, or

10c **3 and 4 players:** 10 Harbingers.

11 Return the remaining Harbinger tokens to the box; they will not be used.

12 Separate the Crisis cards into four draw decks based on their backs (starting, Level I, Level II, Level III) and shuffle each separately. Place these draw decks near the Crisis board. Leave space for a discard pile for each deck.

13 Find the starting Crisis cards.

13a On **Easy** difficulty, do not draw starting Crisis cards and return all of them to the box.

13b On **Medium** and **Hard** difficulty, randomly select two starting Crisis cards and randomly place one face-up on the leftmost position of the Economic Crisis row and the other on the leftmost position of the Military Crisis row. Return the remaining starting Crisis cards to the box.

14 Find the Alert cards.

14a Take all Situation cards and place them in three separate face-up stacks (don't shuffle them) next to the Crisis card draw decks.

14b Then, return the four War cards that do **not** show the icon of your chosen difficulty to the box.

14c Shuffle the remaining four War cards and place them face down next to the stacks of Situation cards.

15 Create the Alert deck using the Difficulty Setup Aid card you have selected earlier.

15a Take the required amount of Level I Situation, Level II Situation, and Level III Situation cards from the face-up stacks and flip them face down.

15b Draw the required amount of War cards from their face-down stack and shuffle them together with the Situation cards. Place the Alert deck face down close to the Crisis board.

**These components are different in the Galactic Box version of the game.*

16 If playing a **2-, 3-, or 4 player** game: Shuffle all **Joint Focus** cards together, and place the deck near the Galactic board. Return all Heroic Focus cards to the box.

17 If playing a **solo** game: Shuffle all **Heroic Focus** cards together, and place the deck near the Galactic board. Return all Joint Focus cards to the box.

18 Draw three Joint/Heroic Focus cards, and place them below the Galactic board to create a new offer for all players to see.

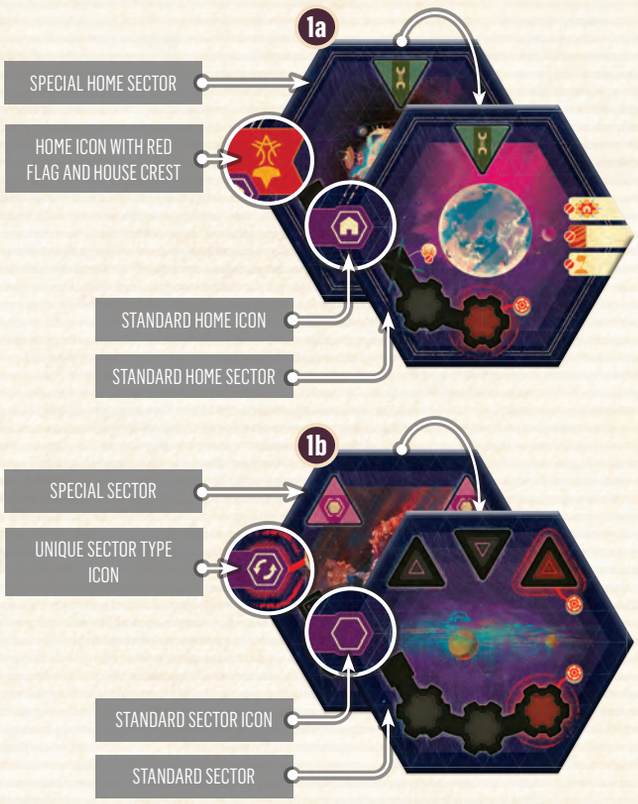
18a If you reveal the Joint/Heroic *Innovation* card as one of the three cards in the offer, draw a replacement, then place the Joint/Heroic *Innovation* card back (face down) on top of the draw deck.

18b If in a **solo** game you reveal a Heroic Focus card that matches a Focus card your House does not have (for example, you reveal *Reinforcement* while playing as House *Fenrax*), return the card to the box and draw a replacement.

SCENARIO SETUP

1 Take all 30 sector tiles; you will use these to build up the map.

1a Separate the 4 Home sector tiles, denoted by the Home sector icon printed on each side. One side of each tile is a standard Home sector, while the other side is a special Home sector that belongs to one of the advanced Houses.



Examples: On the back side of one Home sector is the special Home sector of House Marqualos. *On the back side of one of the standard sectors is a* Comms Relay.

! Note: Because you will select Houses later, use the standard side of the Home sector tiles when building the map.

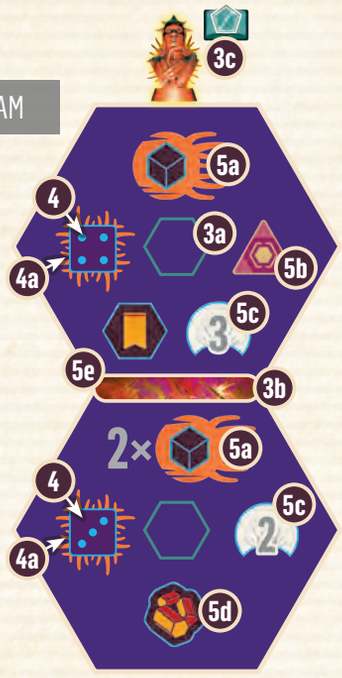
1b The remaining 26 tiles are two-sided as well. One side always shows a standard sector, and the other side is a special sector.

Tutorial: *You will only need standard Home sectors and standard sectors to create the map.*

2 Select a scenario from the Scenarios chapter (page 24). There you will find a summary of all scenarios showing their player count, complexity, aggression rating, and the page where you can find their detailed description. Each scenario includes a map with specific sector tiles and tokens placed on them, a set of Galactic Events, a set of eight Technologies, and a set of available Houses for the players to play. After selecting the scenario, continue the Scenario setup with step 3.

Tutorial: *You can find the maps for the tutorial scenario on the next two pages. Find the map with the appropriate player number (from 1 to 4).*

SCENARIO DIAGRAM



ACTUAL COMPONENTS

3 Lay out the map:

3a Place all shown sector tiles in a hexagonal grid as indicated by the setup diagram. On the diagram, you will find the sector type in the middle of each hexagon.

! Note: The orientation of sector tiles relative to each other has no effect on gameplay.

3b Place Voidstorm tokens on the edge of two adjacent sectors, as indicated by the diagram.

3c Place Harbinger tokens on the edge of sectors, as indicated by the diagram.

4 For each sector with an indicated Population value, place a standard Population die on it, showing the indicated number.

4a Place a Corruption marker under the Population die wherever indicated.

4b Some special sectors will show fixed Population values or no Population value. Use a fixed Population die or no die on these sectors, respectively.

4c In some scenarios, some sectors will show a flag instead of a Population value. These are Fallen House sectors. Keep them empty until step 13 of the Scenario setup.

5 Place the following on each sector, if they are indicated on the map setup diagram:

! **Important note:** Some special sectors have pre-printed Sector Defenses on them. The setup diagrams are showing additional Sector Defenses to be placed.

5a **One** Voidborn Fleet token with the **shown number** of Voidborn Fleet Power cubes in the middle of the sector.

5b Sector Defense tokens in Installation spaces.

5c Glory tokens of the indicated value on the middle of the sector.

5d Randomly selected face-down Bounty tokens on the middle of the sector.

5e Randomly selected face-down Reclaim tokens on the middle of the sector.

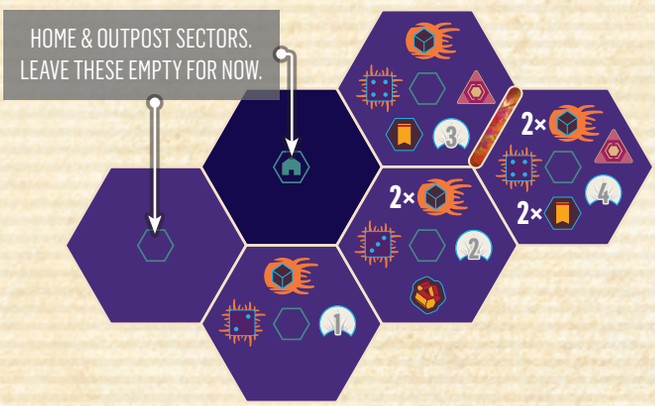
5f Harbinger tokens on the middle of the sector.

6 Return any unused sector tiles and Voidstorm tokens to the box.

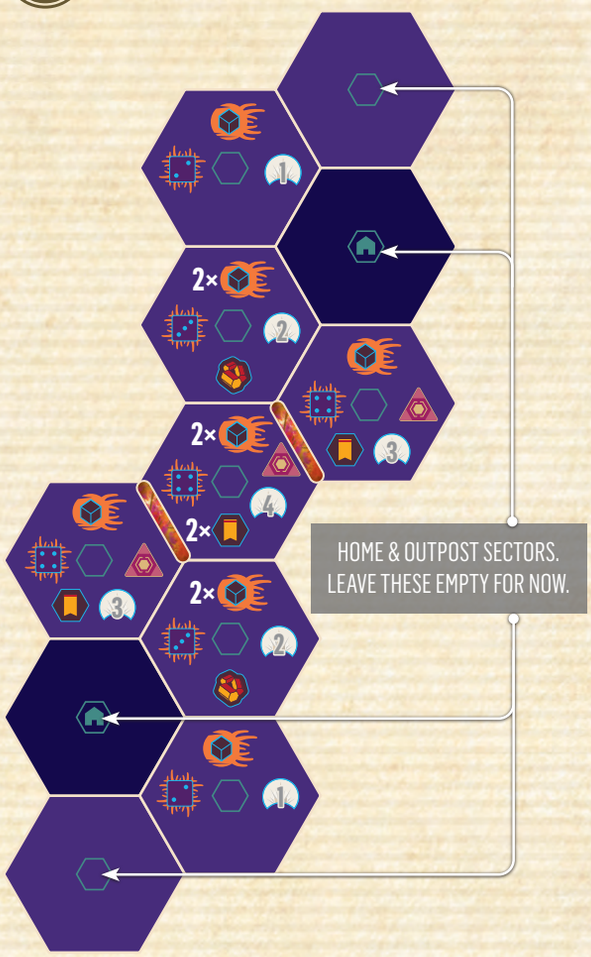
TUTORIAL MAPS

Scenarios for your first game: (1-4 player versions)

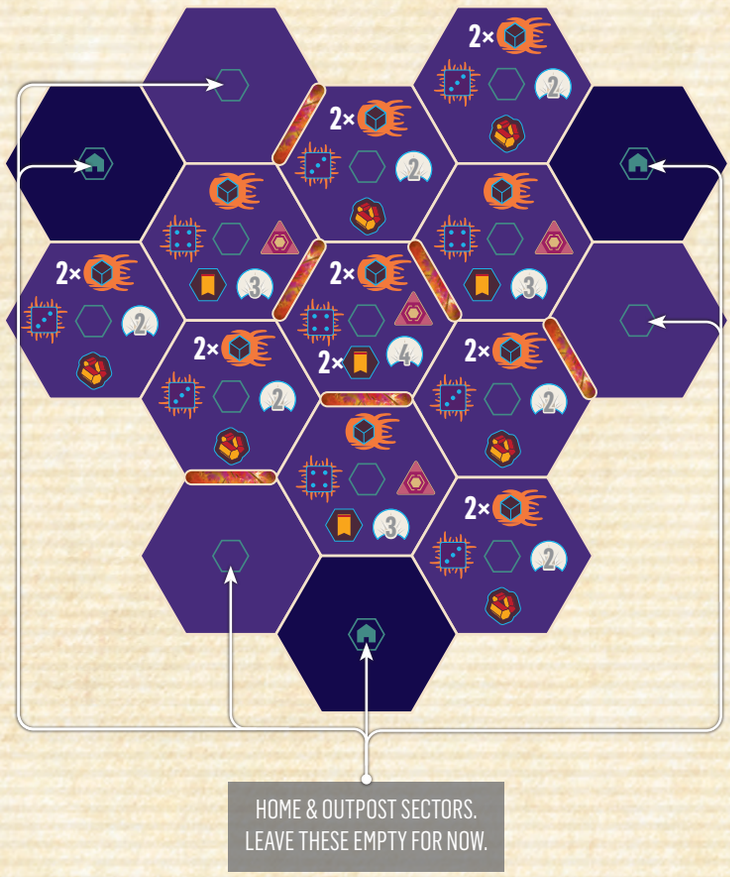
1 SOLO SCENARIO



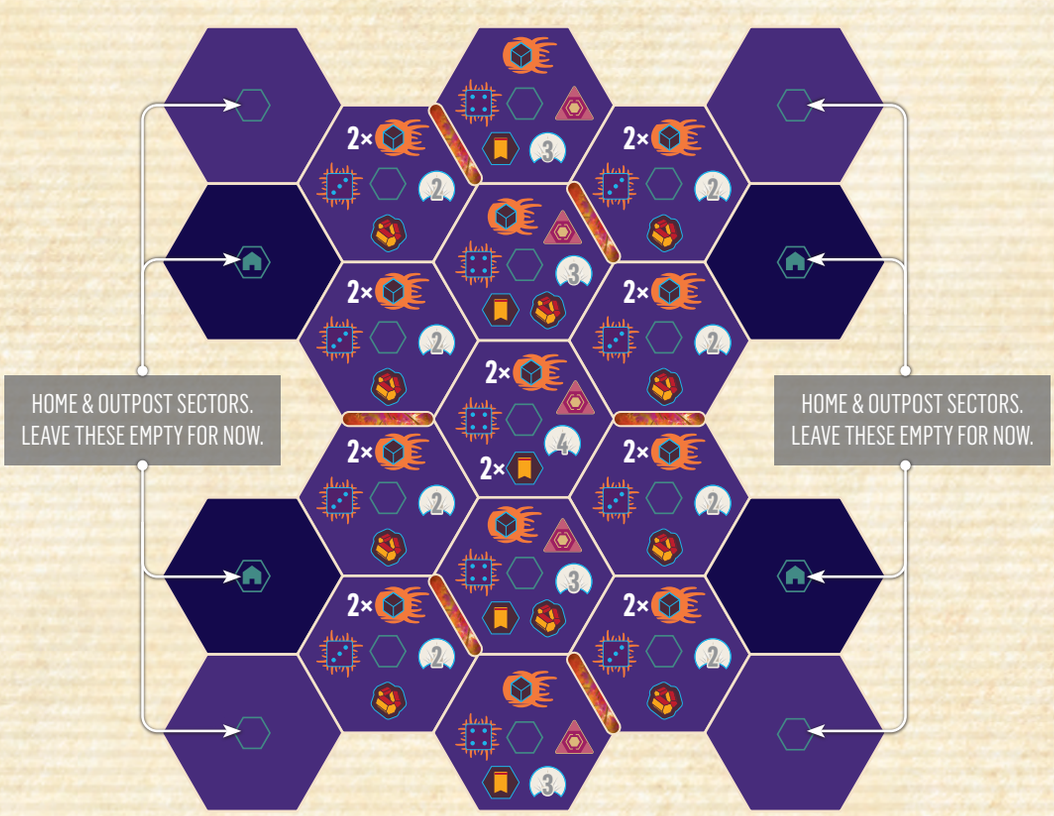
2-PLAYER SCENARIO



3-PLAYER SCENARIO



4-PLAYER SCENARIO



7 Select the Galactic Event cards for your selected scenario based on their Event tag on the upper left corner of the card.

Tutorial: *Select the three Galactic Event cards showing the tags "1T", "2T", and "3T", and skip steps* **7a** - **7b**.

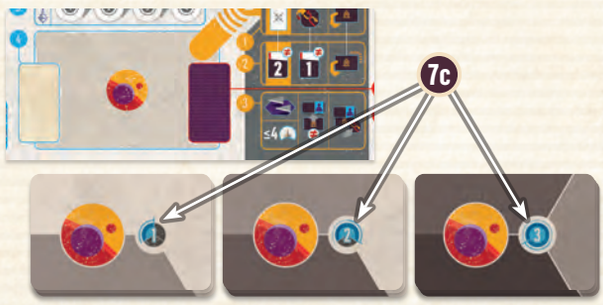
COMP

7a In competitive scenarios, always select the Galactic Event cards with the tags shown in the setup instructions of your scenario.

CO-OP/SOLO

7b In cooperative/solo scenarios, select all Galactic Event cards except the cards showing the letter "T"

7c Flip all selected cards face down and sort them by their Cycle number. Form three separate face-down draw decks from them below the Galactic board.



Tutorial: *You will have one card in each deck. In a regular competitive game, there are three cards in each and in a regular cooperative/solo game, there are ten in each.*

7d Shuffle all three sorted decks separately.

CO-OP/SOLO

8 Cooperative and solo scenarios show multiple Safe Haven tiles of a specific size. Safe Havens come in three sizes: Size 2, 3, and 4. Place the indicated tiles next to the map (and return the rest to the box).

9 Find all 14 Fallen House cards.

9a All players decide which Houses they wish to play with. Put the Fallen House cards corresponding to these Houses back to the box.

9b Form a face-down draw deck from the remaining cards.

9c Draw four Fallen House cards.

CO-OP/SOLO

9d Check all drawn cards for a cracked glass effect on the illustration. Count the total number of cards with cracked glass icons.

- If no cards have cracked glass, then discard the last drawn Fallen House card, and draw a new one until you find one with cracked glass.
- If all four cards have cracked glass, then discard the last drawn Fallen House card, and draw a new one until you find one without cracked glass.

Example: Cracked glass on the illustration of the Zenor Fallen House card.

9e Reminder: At the end of this process, you have selected exactly four Fallen Houses. At least one and at most three have cracked glass on them.

9f Alternatively, you may skip this process and agree on the 4 Fallen Houses together. In this case, be sure to still select at least one and no more than three Fallen House cards with cracked glass.

10 Read the Technologies in the middle of the four chosen Fallen House cards. These will be the "Eight Technologies for your scenario" in the next setup step.

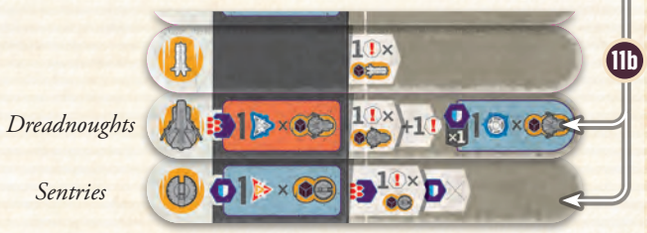
11 All scenarios feature eight Technologies. Find the ones for your scenario. Each Technology has two Basic versions and one Improved version, a total of three cards each.

Basic Technology with Influence | *Basic Technology without Influence* | *Improved Technology*

TECHNOLOGY TABLEAU

11a

Tutorial: *These will be: Autonomous Drones, Deep Space Missiles, Dreadnoughts, Trade Nexus, Neural Matrix, Decontamination Chambers, Sentries, Terraforming.*



11b

11a Place both Basic copies of these eight Technologies on top of each other, with the one showing 4 Influence on top of the one with no Influence. Place these eight stacks near the play area to create a Technology tableau.

CO-OP/SOLO

- In a **solo** game, randomly select three of the eight Technologies.
- In a **2-player** cooperative game, randomly select two of the eight Technologies.
- Return the top cards of those Technologies to the box, so that only the copy with no Influence remains.
- In a **Solo** game, return the bottom card of the other five Technologies so that only the copy with the Influence remains.

11b If *Sentries*, *Destroyers*, *Dreadnoughts*, *Carriers*, or *Starbases* are on the Technology tableau, place their matching Combat tiles under the Main Combat tile.

11c Shuffle the eight Improved Technologies matching the Basic Technologies on the tableau, and place them in a face-down deck to the left of the Galactic board.

11d Deal the top four Improved Technologies face up on the Technology spaces of the Galactic board.

11e Place the Improvement Block tile over them (to indicate they're not available at the start of the game).

12 If the scenario does not show sectors controlled by Fallen Houses, return all Fallen House cards to the box.

Tutorial: *There are no Fallen Houses in this scenario.*

13 If a scenario contains sectors controlled by Fallen Houses, you handle it differently in a competitive and cooperative/solo game.

COMP

13a In a competitive game, find the four Fallen House cards that are listed for your chosen scenario.

CO-OP/SOLO

13b In a cooperative/solo game, select the four Fallen House cards that you have chosen in step 9c - 9f.

13c Shuffle the four selected Fallen House cards together, and place one card face up on each of the Fallen House sector tiles indicated by the scenario.

13d Set the Population of these sectors as shown on the Fallen House card assigned to them and place a Corruption token under the Population die.

13e Return all unused Fallen House cards to the box.

UNUSED COMPONENTS IN COMPETITIVE GAMES

COMP

14 If playing competitively, return the following components to the box, as they are not needed:

14a Crisis board,

14b All Safe Haven tiles,

14c All Crisis cards and Alert cards,

14d All Joint Focus cards and Heroic Focus cards,

14e All Difficulty Setup Aid cards, and

14f All Harbinger tokens that were not placed on the map.

HOUSE SETUP

House setup steps are taken by each player individually.

1. Choose a House to play from the ones available in your selected Scenario. Collect your House mat and place it face up in your personal play area.

Tutorial: *Choose from Houses* Cortozaar, Dunlork, Belitan, and Valnis.

! Note: Players may decide beforehand how they want to distribute the Houses among themselves. It can be based on mutual agreement, in player order, or by other means.

! You can find a strategy guide for each House on the back of the mat.

2. If your House comes with special House Focus cards (found on the back of the House mat), swap them in as necessary (find the complete list of House Focus cards in on pages 5-8 of the Glossary).

3. Place the following on your House mat:

   3a. A Corruption marker over the rightmost Agenda slot, and

   3b. Three Civilization track markers on the leftmost space of each Civilization track.

4. Take the two Origin cards belonging to your House. Select one of them to keep, and return the other to the box.

! Note: Players may decide beforehand if they select their Origin cards based on mutual agreement, in Turn Order, or secretly and simultaneously.

Tutorial: *Select the Origin card showing the letter "A" and return the other card—showing "B"—to the box. The Technologies to select are* Shields *for Valnis,* Targeting *for Belitan,* Orbital Docks *for Dunlork, and* Torpedoes *for Cortozaar.*

5. Take your selected Origin card in front of you. You will set your personal play area up in the next steps based on the information on it.

! **Important:** During the below steps, do **not** gain any Technology benefits, track advancements, or Trade bonuses, as the equivalent effects have already been calculated into your Origin card's values.

6. Take the three Technology cards specified in the top right corner of the Origin card (both copies of the Basic Technology cards plus the corresponding Improved Technology card). Distribute them as follows:

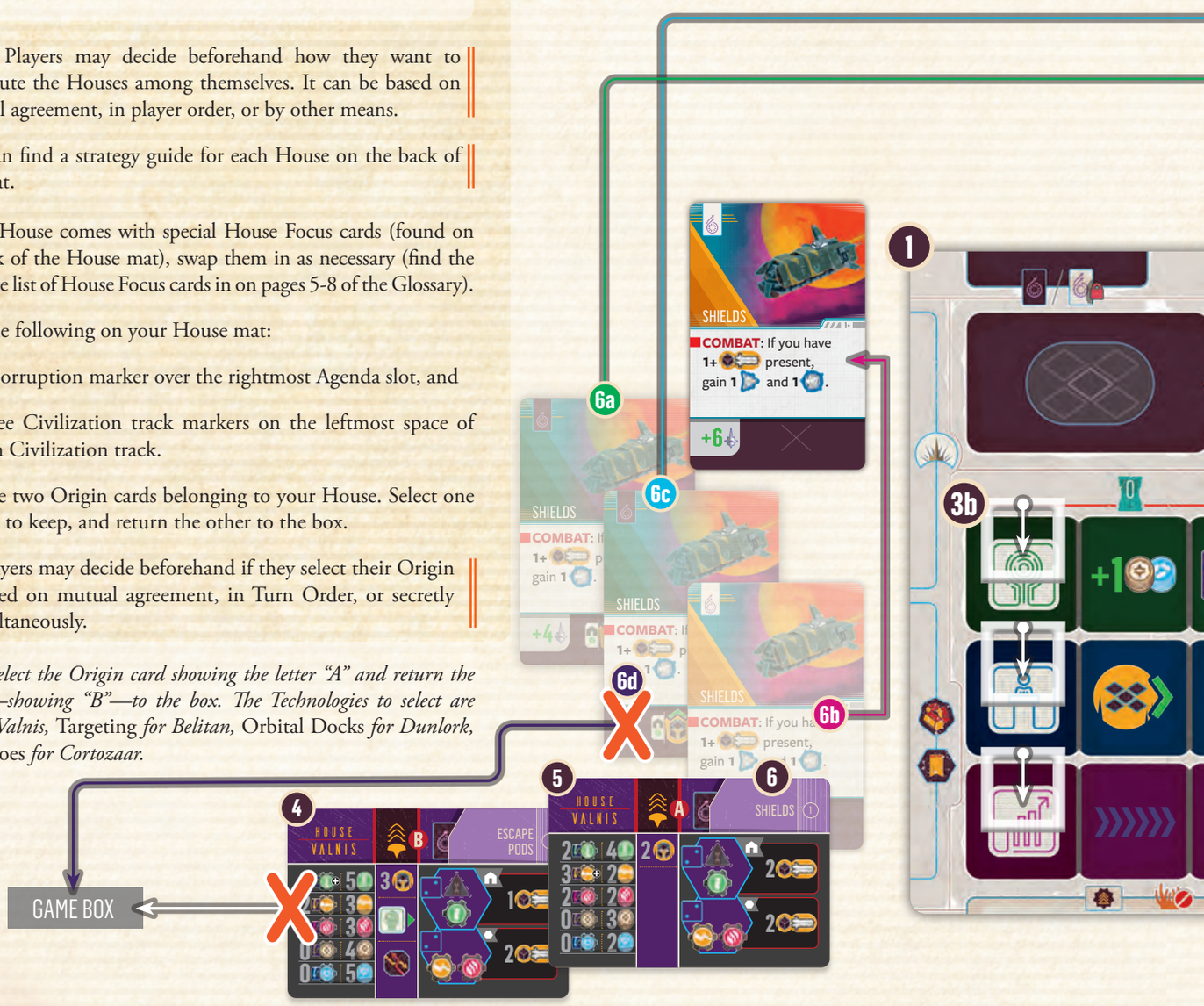
   6a. Place the Basic Technology card showing 4 Influence +4 in one of the Technology slots on the top of your House mat.

   6b. Place the Improved Technology card next to your House mat.

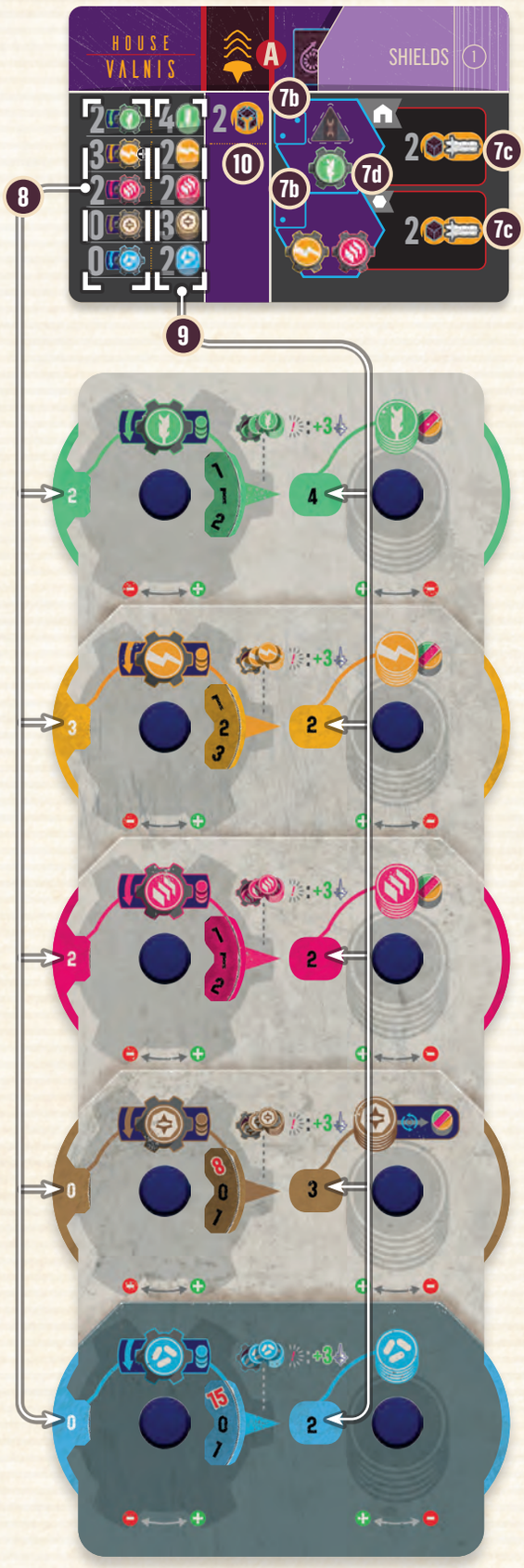
   6c. **In a 3-4 player game,** add the other matching Basic Technology card to the Technology tableau (so the Technology tableau has a total of 11/12 Technology card stacks available at the start of 3/4 player games).

   6d. **In a solo or 2-player game,** return the other matching Basic Technology card to the box.

   6e. If your Technology has a matching Combat tile, place it under the Main Combat tile.



SHIELDS
COMBAT: If you have 1+ present, gain 1 .
AUTONOMOUS DRONES
COMBAT: (Invader) You may to gain 1 and 1 .
COMBAT: During a , you may to win the Combat in the Evaluation Phase.
DEEP SPACE MISSILES
COMBAT: (Invader) If you have 1+ adjacent , you may spend 1 to deal 1 .
Prosperity Focus: You may spend 1 to .
DREADNOUGHTS
You may into Dreadnought Fleets for a cost of 1 per Fleet Power.
Your Dreadnought Fleets are limited to a maximum Power of 1.
TRADE NEXUS
When you , you may gain the Trade bonus.
TECHNOLOGY TABLEAU
NEURAL MATRIX
When you , first gain 2 .
DECONTAMINATION CHAMBERS
You may store up to 2 on this card.
Evaluation: You may from this card.
SENTRIES
You may into Sentry Fleets.
When you , you may instead in the same sector.
TERRAFORMING
Development / Prosperity Focus: you may spend 1 to .
SHIELDS
COMBAT: If you have 1+ present, gain 1 .
+1
+20
+2
VALNIS
3a



Note: The Shipyard indicated on this Origin card is only referencing the pre-printed Shipyard on the Home sector tile.

7 Pick the Home sector on the map that is closest to where you sit. Set up your Home sector and your Outpost sector (the empty standard sector adjacent to your Home sector).

7a Some Houses use custom sectors as their Home sectors. Each custom Home sector is found on the back of one of the standard Home sector tiles. Swap Home sector tiles around, if necessary, to accommodate this.

7b Place a Population die of your player color on your Home sector, and a standard Population die on your Outpost sector. Set them to the values indicated on your Origin card.

7c Place the indicated type of Fleet tokens in the middle of your sectors. Place the indicated number of Fleet Power cubes of your color on the tokens.

7d Place the indicated Guild tokens on the leftmost empty Guild spaces of your sectors.

7e Place the indicated Installation tokens on the leftmost empty Installation spaces.

! Note: If the indicated Installation is already printed on the sector tile, do not place another token.

7f Place the indicated Corruption token under the Population die.

8 Adjust the dials on the left side of your Resource board to the values indicated on the leftmost column of your Origin card for each of your five resources. The leftmost white numbers on the dials should match the correct values.

! Note: Sometimes a (+) sign is shown next to a number in the left column; this indicates that your Production is higher than what your Guilds would normally provide (see page 20 of the Rulebook for details).

9 Adjust the dials on the right side of your Resource board indicated on the column second to the left on your Origin card for each of your five resources. The rightmost numbers on the dials should match the correct values.

10 Place the indicated number of Fleet Power cubes in the Active area on your House mat.

11 Place all Fleet Power cubes that have remained in your personal supply into the Inactive area on your House mat. Your total number of Fleet Power is always 14.

12 There might be other, more special instructions on your Origin card. Find the explanations for them on the *Special Origin steps* image, here on this page.

13 Flip your Origin card; now it becomes your **starting Agenda card.** Place it in the leftmost Agenda slot at the bottom of your House mat.

14 Proceed with the first Cycle of the game.

Tutorial: *Read the Tutorial chapter on the next page!*

SPECIAL ORIGIN STEPS

A Advance on the indicated Civilization track(s).

B Take the top (face-down) Agenda card from the indicated Agenda offer into your hand.

C Move the indicated Corruption token to an eligible space (see page 30 of the Rulebook for details on moving Corruption).

D Remove the indicated Corruption token from your House mat.

E Replace your Glory token showing "2" to with a Glory token showing "3".

F Take the indicated number of (face-down) Bounty tokens from common supply. For each of the tokens, gain the resources shown on them (unlike the other steps), and place the tokens next to your House mat.

G Take the indicated Trade token(s) from bottommost spaces of the Galactic board. You can place it on your Agenda card in the next step.

Tutorial

Now that you have finished setting the game up and all of you are ready to play, we will now help you learn the game in the most efficient manner possible.

Keep the Compendium close by, with this page open!

We recommend that you learn the game in **5 stages:**

1. Learn the rules for Cycle 1.
2. Play Cycle 1.
3. Learn the rules for Cycles 2 and 3.
4. Play Cycle 2.
5. Play Cycle 3.

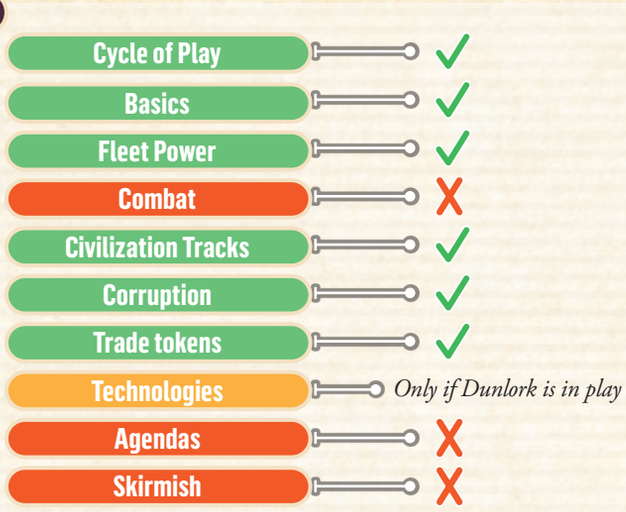
1 LEARN THE RULES FOR CYCLE 1

When reading the rules, you can skip all paragraphs that show or icons. The former icon indicates rules you don't need to learn in your entire tutorial game; the latter icon indicates rules that we recommend you skip before playing Cycle 1 and return to them before playing Cycle 2.

In order to play Cycle 1, you should read:

- The Cycle of Play chapter (page 7-16),
- The first half of the Rules of Play chapter (page 17-23),
- A bit more from the chapter (page 27-30), and
- Technologies (pages 10 and 31), if House Dunlork is in play.

1



2 PLAY CYCLE 1

In this Cycle, you will build up your economy and bolster your forces. You will not engage in combat or expand your empire. You also don't need to pay much attention to your Technologies and Agendas just yet.

3 Learn the rules for Cycle 2 and 3

You have skipped some rules that now become relevant to your game. Sometimes it was an entire section, sometimes just a paragraph in a section that you have already read. Find the sections with the sign on the following pages:

3a Cycle of Play, Preparation Phase

- **i.** Step 1, 2, 3, and 5b (page 8)

3b Cycle of Play, Focus Phase

- **i.** Selection step, Agenda selection (page 9)
- **ii.** Action step, Agenda play (page 10)
- **iii.** Action step, Technology abilities (page 10)
- **iv.** Clean-up step, 3b and 3c (page 12)

3c Cycle of Play, Evaluation Phase

- **i.** The Voidborn Strikes back (page 15)

3d Rules of Play

- **i.** Invade (page 23)
- **ii.** Abandoned sectors (page 24)
- **iii.** Combat (page 24)
- **iv.** Combat sequence (page 25)
- **v.** Invasion outcomes (page 26-27)
- **vi.** Glory tokens (page 27)
- **vii.** Technologies (page 31)
- **viii.** Agendas (page 32)
- **ix.** Skirmish (page 33)

3

4 PLAY CYCLE 2

In this Cycle, you will expand into the world. You will gain Technologies, gain Agendas, and invade other sectors. We recommend you try and focus on two aspects out of the three: invade sectors with combat-oriented Technologies, invade using your Agenda actions, or gain peaceful Technologies combined with peaceful Agendas.

5 PLAY CYCLE 3

This Cycle, you will have a lot more freedom than before. Use everything you have learned so far. Gain more Technologies and Agendas; expand aggressively or improve your civilization peacefully.

If playing competitively, you might engage in Combat with other players. In that case you should also read the Combat - Details chapter (page 35-37), so you understand how your Technologies and advanced Fleet types interact with each other.

- Combat - Details ✓
- Fleet Types ✓

YOUR NEXT GAME

When you play next time, keep in mind that you have skipped parts of the setup in the Compendium, and also the Cycle of Play and Rules of Play in the Rulebook. When playing next time, focus especially on rules regarding special sectors, advanced Houses, preferred Focuses, and peeking at Galactic Event cards. Study the *Temptation* Focus that was deliberately discarded each Cycle—it is a powerful but complex card. Select the scenario "Second Genesis" if you like to see more combat or "For Peace and Prosperity" for a more peaceful game.

- Special sectors ✓
- Advanced Houses ✓
- Preferred Focuses ✓
- Peeking at Galactic Events ✓
- Temptation Focus card ✓

YOUR NEXT COOPERATIVE OR SOLO GAME

If you intend to play more solo or cooperative games in the future, you should learn the additional rules–always in blue highlight–before your second game. You are encouraged to start with the "First Stand" that you find in the Scenarios chapter, as the cooperative/solo scenarios are progressively getting harder and more complex.

We recommend you only try a cooperative game with 4 players once most of you are comfortable with the game.

VARIABLE SETUP VARIANT FOR COMPETITIVE AND TOURNAMENT PLAY

Once you have tried all of the scenarios we have presented for you in this Compendium and you wish to experiment further beyond the confinement of combinations we have playtested, we invite you to try the following variant. This variant is also suitable for Tournament play for advanced players.

1. Select any of the competitive maps appropriate for your player count.
2. Randomly select four Fallen Houses using the rules laid out in the cooperative setup (step 9c - 9e on page 16 of the Compendium). Use these four Fallen Houses (one to three of them with the cracked glass on the illustration) to create the Technology tableau and finish the Scenario setup.
3. Out of the remaining 10 Houses, randomly select one more than the number of players playing, and lay them out on an offer.
4. The player last in Turn Order selects a House to auction. Each player bids on the House (secretly writing the bid down and revealing it simultaneously) and the highest player takes it. Record the winning bid.
5. Repeat the above step–finishing with the player first in Turn Order–until every player has a House. Players who "won" an auction do not bid in further auctions. The last player to choose can simply select between the remaining two Houses.
6. The winning bids will be subtracted from the players' final Influence at the end of the game. Return the unselected House to the box.
7. Proceed to House setup as normal.

Table of Scenarios

Each scenario presents an alternative galactic situation based on how the events after the Voidfall would have turned out under different circumstances. Cooperative and solo scenarios take place after the Voidborn's arrival and the Great Houses join forces to stop it from full manifestation. In the competitive scenarios, the surviving Great Houses have managed to close the Rifts and now they strive for dominance over the corrupted ruins of Domineum while they fight off the remaining forces of the Voidborn. Below, you find the table of these scenarios broken down by game mode and player count. The tutorial scenarios are described in the Scenario setup chapter (pages 14-15).

SOLO SCENARIOS	COMPLEXITY	REFERENCE NO.	PAGE NO.
FIRST STAND	●○○○	C011	26
AND ONE FOR ALL	●●○○	C021	27
DARKEST HOUR	●●○○	C031	28
ANCIENT SECRETS	●●●○	C041	29
DEVIL'S TRIANGLE	●●●○	C051	30
WHEN DARKNESS FADES	●●●○	C061	31
TODAY IS NOT THE DAY	●●●●	C071	32
FALL OF CIVILIZATION	●●●●	C081	33

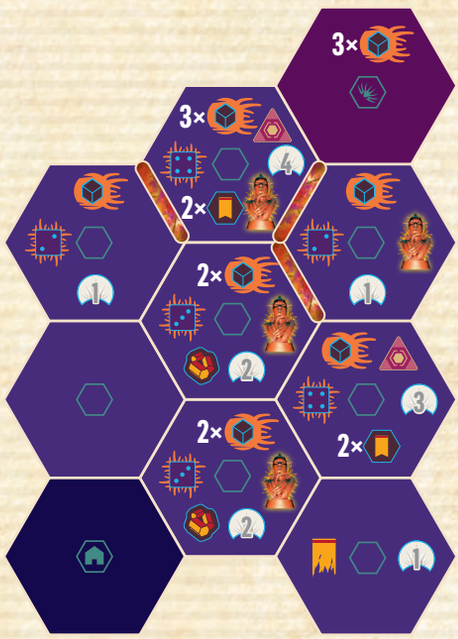
COOPERATIVE SCENARIOS	COMPLEXITY	REFERENCE NO.	PAGE NO.
2 PLAYERS			
FIRST STAND	●○○○	C012	34
AND ONE FOR ALL	●●○○	C022	35
DARKEST HOUR	●●○○	C032	36
ANCIENT SECRETS	●●●○	C042	37
DEVIL'S TRIANGLE	●●○○	C052	38
WHEN DARKNESS FADES	●●●○	C062	39
TODAY IS NOT THE DAY	●●●●	C072	40
3 PLAYERS			
FIRST STAND	●○○○	C013	41
AND ONE FOR ALL	●●○○	C023	42
DARKEST HOUR	●●●○	C033	43
ANCIENT SECRETS	●●●●	C043	44
DEVIL'S TRIANGLE	●●●○	C053	45
WHEN DARKNESS FADES	●●●●	C063	46
4 PLAYERS			
DARKEST HOUR	●●●○	C034	47
ANCIENT SECRETS	●●●●	C044	48
DEVIL'S TRIANGLE	●●●○	C054	49
WHEN DARKNESS FADES	●●●●	C064	50

COMPETITIVE SCENARIOS	AGGRESSION	COMPLEXITY	REFERENCE NO.	PAGE NO.
2 PLAYERS				
SECOND GENESIS	●●●●	●●○○	X012	51
FOR PEACE AND PROSPERITY	●●○○	●●●○	X022	52
FOUNDATIONS OF THE FUTURE	●●●○	●●●○	X032	53
NOVARCHON LEGACY	●●●●	●●●○	X042	54
ART OF WAR	●●●●	●●●●	X052	55
WHIRLING DESTINIES	●●●●	●●●○	X062	56
THROUGH THE ALTERED SPACE	●●●○	●●●●	X072	57
ECHOES OF THE PAST	●●○○	●●●○	X082	58
BASTION OF RESISTANCE	●●●○	●●●○	X092	59
KINGDOM COME	●○○○	●●○○	X102	60
FRACTURES OF SPACE	●●○○	●●●○	X112	61
3 PLAYERS				
SECOND GENESIS	●●●●	●●○○	X013	62
FOR PEACE AND PROSPERITY	●●○○	●●●○	X023	63
FOUNDATIONS OF THE FUTURE	●●●○	●●●○	X033	64
NOVARCHON LEGACY	●●●●	●●●○	X043	65
ART OF WAR	●●●●	●●●●	X053	66
WHIRLING DESTINIES	●●●●	●●●○	X063	67
THROUGH THE ALTERED SPACE	●●●○	●●●●	X073	68
ECHOES OF THE PAST	●●○○	●●●○	X083	69
BASTION OF RESISTANCE	●●●○	●●●○	X093	70
KINGDOM COME	●○○○	●●○○	X103	71
FRACTURES OF SPACE	●●○○	●●●○	X113	72
4 PLAYERS				
SECOND GENESIS	●●●○	●●○○	X014	73
FOR PEACE AND PROSPERITY	●●○○	●●●○	X024	74
FOUNDATIONS OF THE FUTURE	●●●○	●●●○	X034	75
NOVARCHON LEGACY	●●●●	●●●○	X044	76
ART OF WAR	●●●●	●●●●	X054	77
WHIRLING DESTINIES	●●●●	●●●○	X064	78
THROUGH THE ALTERED SPACE	●●●○	●●●●	X074	79
ECHOES OF THE PAST	●●●○	●●●○	X084	80
BASTION OF RESISTANCE	●●●○	●●●○	X094	81
KINGDOM COME	●○○○	●●○○	X104	82
FRACTURES OF SPACE	●●○○	●●●●	X114	83

First Stand

COMPLEXITY ●○○○ C011

All the citizens of the empire who rejected the dark prophecies of the Novarchs were surprised by the sudden opening of the Rifts and the coming of the Voidborn. Many of the proud and glorious Great Houses fell into disarray and capitulated to the Voidborn's corrupted puppets, but the forces of the last remaining House managed to stop the spreading of the Corruption and drove the evil back to the Rifts. It is time to sever their ties with the Domineum once and for all.



SAFE HAVENS:

And One for All

COMPLEXITY ●●○○ C021

The last of the Great Houses is still standing and preparing for a final, decisive strike against the corrupted forces. With its own reserves running low, the invaluable planets left behind by the fallen Houses, the Genesis Worlds, could provide a strategic advantage for it to secure its supplies. Moreover, all the survivors across the empire who refused to run and hide have built a strong resistance near the Rifts to provide additional support to the last Great House.

SAFE HAVENS:

Darkest Hour

COMPLEXITY ●●○○ C031

The cradle of the Domineum, the palace of House Novarchon and its surrounding domains were the first to succumb to the forces of the Voidborn. The swarming manifestation of the Corruption immediately took control of the inner worlds and all that was once human. But now, as the last of the Great Houses has regrouped after so many lost battles, it has organized a desperate final attack aimed straight at the heart of the evil lurking deep within the ruins of the royal palace.

SAFE HAVENS:

Ancient Secrets

COMPLEXITY ●●●○ C041

Before the Voidfall, when the boundaries of the known galaxy were being explored, traces of an unknown civilization were discovered. To better understand what was found there, a deep-space research complex was built in the sector, which would have transmitted processed knowledge to the inner worlds. However, in the chaos caused by the Voidfall, both the ancient ruins and the complex have fallen prey to the Voidborn forces, which could be great assets to the last Great House if it was able to liberate them.

SAFE HAVENS:

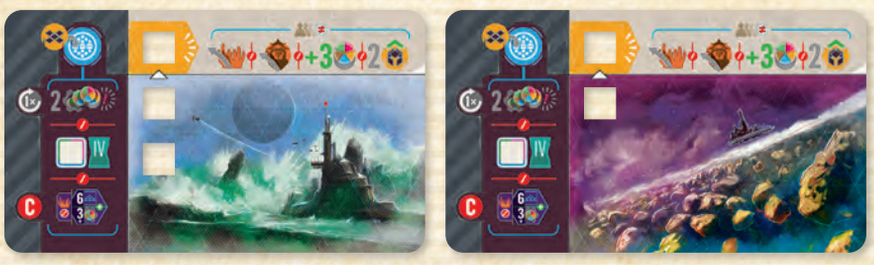
! Note: Since the Research Complex sector has a pre-printed Starbase, place the Starbases Combat tile under the Main Combat tile.

Devil's Triangle

COMPLEXITY ●●●○ C051

Not only did the arrival of the Voidborn open Rifts across the fabric of the dimensions, but it also inexplicably distorted reality in the star systems surrounding the Rifts. In these domains, humanity has long been waging a losing war due to their standard communication technologies becoming unusable in the distortion. But now, with the help of the Comms Relays developed during the war, the last remaining Great House finally has a chance to take back what's theirs.

SAFE HAVENS:



When Darkness Fades

COMPLEXITY ●●●○ C061

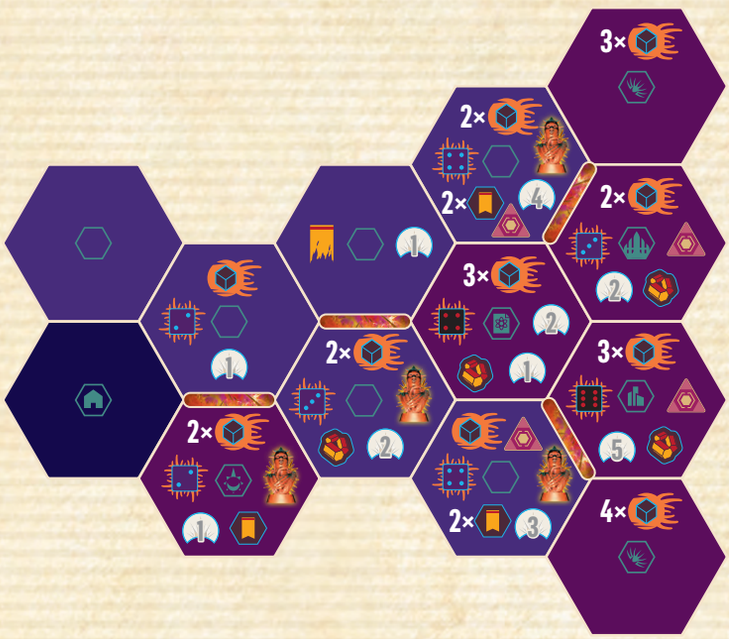
The stakes of the war against the Voidborn are no less than the very existence of mankind. But the Great House that is still fighting must think even beyond that. It is not enough to survive the extradimensional invasion and close the Rifts, it also need to to secure the future of a new Domineum. And for that, it must save the empire's crown jewel, the Paradise World, for humanity to thrive, and the planet-sized city of Megalopolis to provide the funds to start anew.

SAFE HAVENS:

Today Is Not the Day

COMPLEXITY ●●●● C071

The war is almost over - only one last frontline remains. Only a fraction of the once glorious Great Houses are standing exhausted, facing their relentless enemy from unknown dimensions. They know that a day may come when the courage of men fails, when they forsake their friends and break all bonds of fellowship. An hour of Corruption and shattered defenses, when the age of men comes crashing down. But it is not this day. This day they fight!



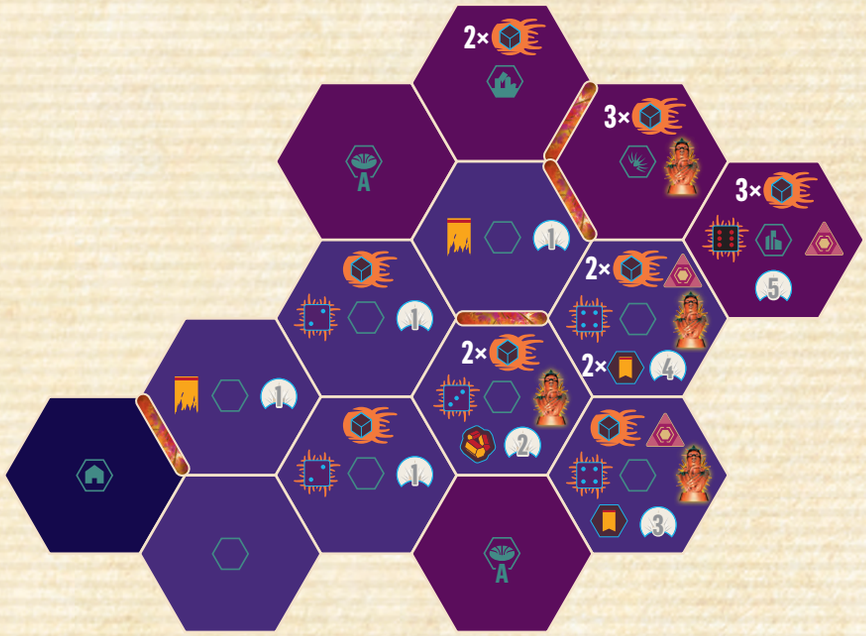
SAFE HAVENS:

! Note: Since the Research Complex sector has a pre-printed Starbase, place the Starbases Combat tile under the Main Combat tile.

Fall of Civilization

COMPLEXITY ●●●● C081

The age of Domineum is over. The civilization of mankind has fallen. The galaxy is in ruins. Only a few inhabited star systems can be saved. But not all is lost yet. The only surviving Great House stands defiant, preparing for one last desperate attack. Either they lose, and all that once was human is wiped away forever, or they succeed in their mission, close the Rift, and reclaim the last fragment of civilization, the Megalopolis. In the end, it's all or nothing.



SAFE HAVENS:

First Stand

COMPLEXITY ●○○○ C012

All the citizens of the empire who rejected the dark prophecies of the Novarchs were surprised by the sudden opening of the Rifts and the coming of the Voidborn. Many of the proud and glorious Great Houses fell into disarray and capitulated to the Voidborn's corrupted puppets, but the joint forces of the remaining Houses managed to stop the spreading of the Corruption and drove the evil back to the Rifts. It is time to sever their ties with the Domineum once and for all.

SAFE HAVENS:

And One for All

COMPLEXITY ●●○○ CO22

The last of the Great Houses still standing are preparing for a final, decisive strike against the corrupted forces. With their own reserves running low, the invaluable planets left behind by the fallen Houses, the Genesis Worlds, could provide a strategic advantage for the Houses to secure their supplies. Moreover, all the survivors across the empire who refused to run and hide have built a strong resistance near the Rifts to provide additional support to the Houses.

SAFE HAVENS:

Darkest Hour

COMPLEXITY ●●○○ C032

The cradle of the Domineum, the palace of House Novarchon and its surrounding domains were the first to succumb to the forces of the Voidborn. The swarming manifestation of the Corruption immediately took control of the inner worlds and all that was once human. But now, as the last of the Great Houses have regrouped after so many lost battles, they have organized a desperate final attack aimed straight at the heart of the evil lurking deep within the ruins of the royal palace.

SAFE HAVENS:

Ancient Secrets

COMPLEXITY ●●●○ C042

Before the Voidfall, when the boundaries of the known galaxy were being explored, traces of an unknown civilization were discovered. To better understand what was found there, a deep-space research complex was built in the sector, which would have transmitted processed knowledge to the inner worlds. However, in the chaos caused by the Voidfall, both the ancient ruins and the complex have fallen prey to the Voidborn forces, which could be great assets to the Houses if they were able to liberate them.

SAFE HAVENS:

! Note: Since the Research Complex sector has a pre-printed Starbase, place the Starbases Combat tile under the Main Combat tile.

Devil's Triangle

COMPLEXITY ●●○○ C052

Not only did the arrival of the Voidborn open Rifts across the fabric of the dimensions, but it also inexplicably distorted reality in the star systems surrounding the Rifts. In these domains, humanity has long been waging a losing war due to their standard communication technologies becoming unusable in the distortion. But now, with the help of the Comms Relays developed during the war, the remaining Great Houses finally have a chance to take back what's theirs.

SAFE HAVENS:

When Darkness Fades

COMPLEXITY ●●●○ C062

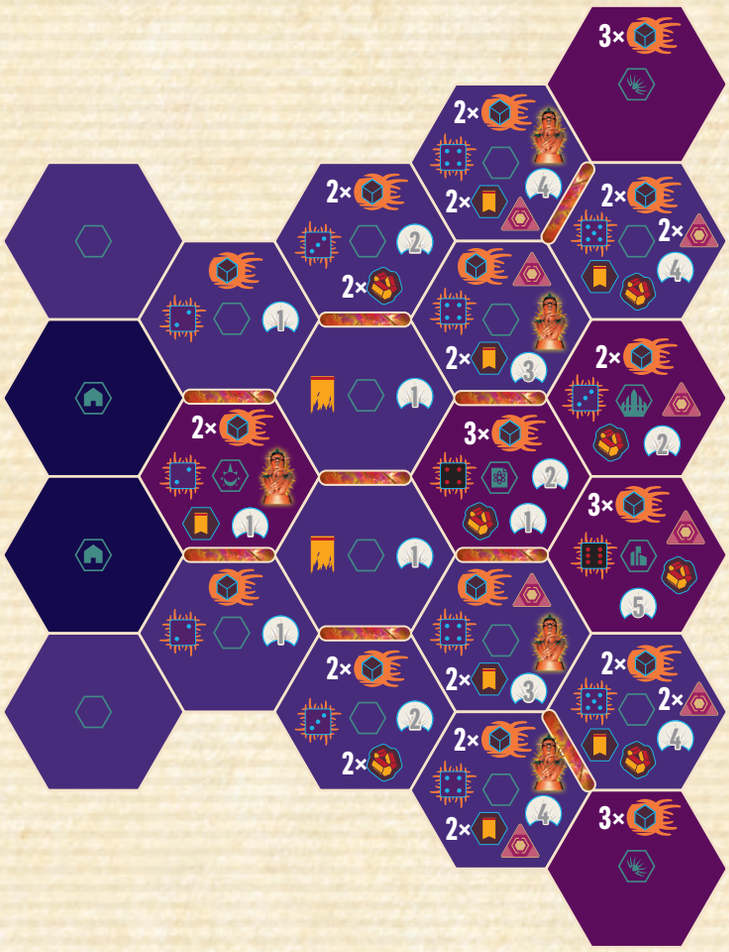
The stakes of the war against the Voidborn are no less than the very existence of mankind. But the Great Houses that are still fighting must think even beyond that. It is not enough to survive the extradimensional invasion and close the Rifts, they also need to to secure the future of a new Domineum. And for that, they must save the empire's crown jewel, the Paradise World, for humanity to thrive, and the planet-sized city of Megalopolis to provide the funds to start anew.

SAFE HAVENS:

Today Is Not the Day

COMPLEXITY ●●●● C072

The war is almost over - only one last frontline remains. Only a fraction of the once glorious Great Houses are standing exhausted, facing their relentless enemy from unknown dimensions. They know that a day may come when the courage of men fails, when they forsake their friends and break all bonds of fellowship. An hour of Corruption and shattered defenses, when the age of men comes crashing down. But it is not this day. This day they fight!



SAFE HAVENS:

! Note: Since the Research Complex sector has a pre-printed Starbase, place the Starbases Combat tile under the Main Combat tile.

First Stand

COMPLEXITY ●○○○ C013

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SAFE HAVENS:

And One for All

COMPLEXITY ●●○○ C023

The last of the Great Houses still standing are preparing for a final, decisive strike against the corrupted forces. With their own reserves running low, the invaluable planets left behind by the fallen Houses, the Genesis Worlds, could provide a strategic advantage for the Houses to secure their supplies. Moreover, all the survivors across the empire who refused to run and hide have built a strong resistance near the Rifts to provide additional support to the Houses.

SAFE HAVENS:

Darkest Hour

COMPLEXITY ●●●○ C033

The cradle of the Domineum, the palace of House Novarchon and its surrounding domains were the first to succumb to the forces of the Voidborn. The swarming manifestation of the Corruption immediately took control of the inner worlds and all that was once human. But now, as the last of the Great Houses have regrouped after so many lost battles, they have organized a desperate final attack aimed straight at the heart of the evil lurking deep within the ruins of the royal palace.

SAFE HAVENS:

Ancient Secrets

COMPLEXITY ●●●● C043

Before the Voidfall, when the boundaries of the known galaxy were being explored, traces of an unknown civilization were discovered. To better understand what was found there, a deep-space research complex was built in the sector, which would have transmitted processed knowledge to the inner worlds. However, in the chaos caused by the Voidfall, both the ancient ruins and the complex have fallen prey to the Voidborn forces, which could be great assets to the Houses if they were able to liberate them.

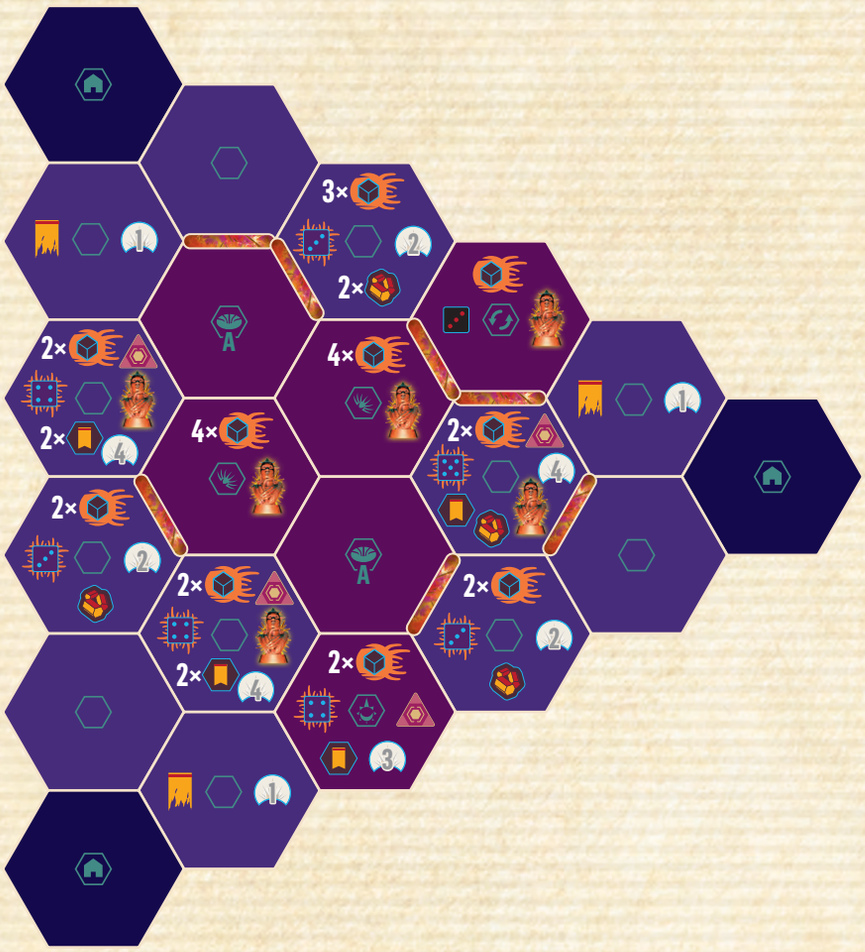
SAFE HAVENS:

! Note: Since the Research Complex sector has a pre-printed Starbase, place the Starbases Combat tile under the Main Combat tile.

Devil's Triangle

COMPLEXITY ●●●○ C053

Not only did the arrival of the Voidborn open Rifts across the fabric of the dimensions, but it also inexplicably distorted reality in the star systems surrounding the Rifts. In these domains, humanity has long been waging a losing war due to their standard communication technologies becoming unusable in the distortion. But now, with the help of the Comms Relays developed during the war, the remaining Great Houses finally have a chance to take back what's theirs.

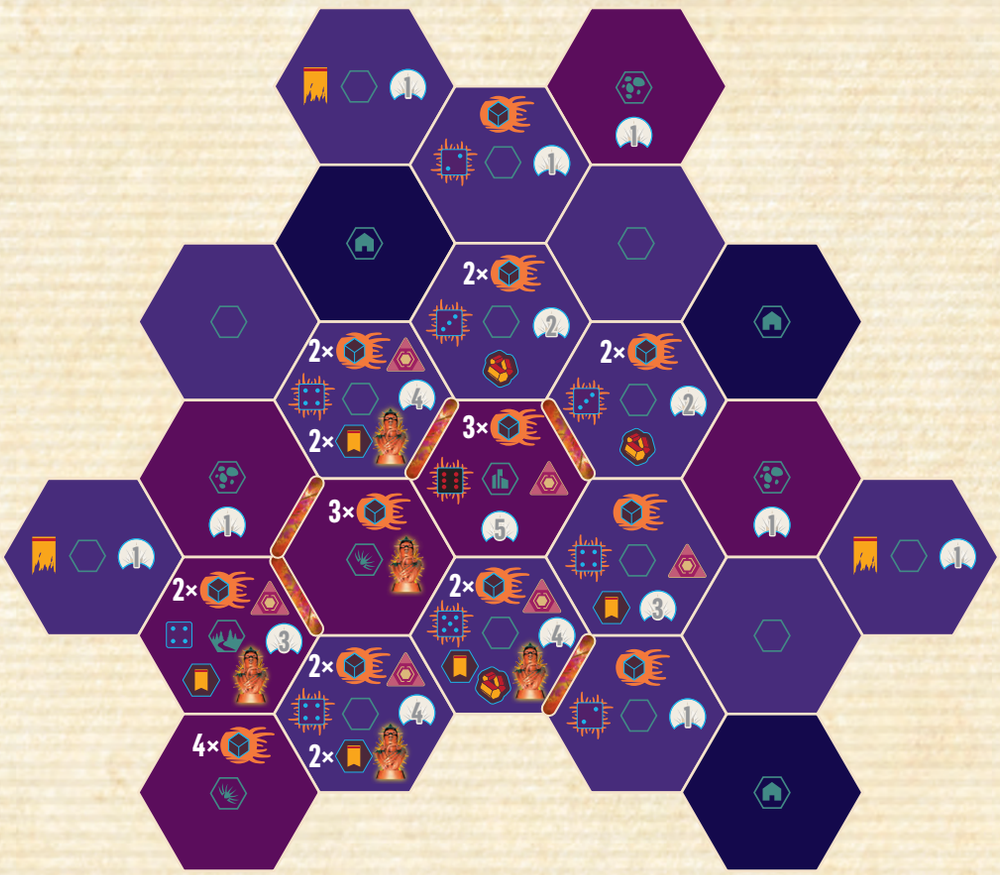


SAFE HAVENS:

When Darkness Fades

COMPLEXITY ●●●● C063

The stakes of the war against the Voidborn are no less than the very existence of mankind. But the Great Houses that are still fighting must think even beyond that. It is not enough to survive the extradimensional invasion and close the Rifts, they also need to to secure the future of a new Domineum. And for that, they must save the empire's crown jewel, the Paradise World, for humanity to thrive, and the planet-sized city of Megalopolis to provide the funds to start anew.

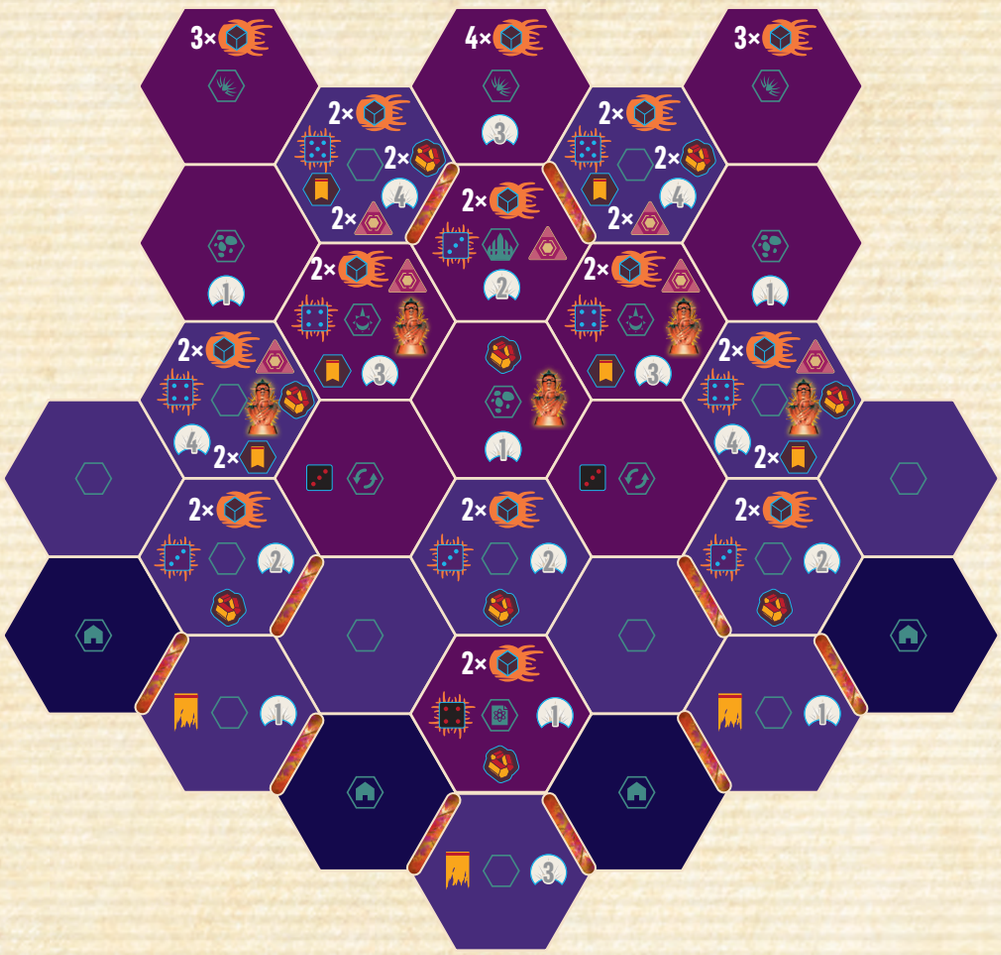


SAFE HAVENS:

Darkest Hour

COMPLEXITY ●●●○ C034

The cradle of the Domineum, the palace of House Novarchon and its surrounding domains were the first to succumb to the forces of the Voidborn. The swarming manifestation of the Corruption immediately took control of the inner worlds and all that was once human. But now, as the last of the Great Houses have regrouped after so many lost battles, they have organized a desperate final attack aimed straight at the heart of the evil lurking deep within the ruins of the royal palace.



SAFE HAVENS:

! Note: Since the Research Complex sector has a pre-printed Starbase, place the Starbases Combat tile under the Main Combat tile.

4 Ancient Secrets

COMPLEXITY ●●●● C044

Before the Voidfall, when the boundaries of the known galaxy were being explored, traces of an unknown civilization were discovered. To better understand what was found there, a deep-space research complex was built in the sector, which would have transmitted processed knowledge to the inner worlds. However, in the chaos caused by the Voidfall, both the ancient ruins and the complex have fallen prey to the Voidborn forces, which could be great assets to the Houses if they were able to liberate them.

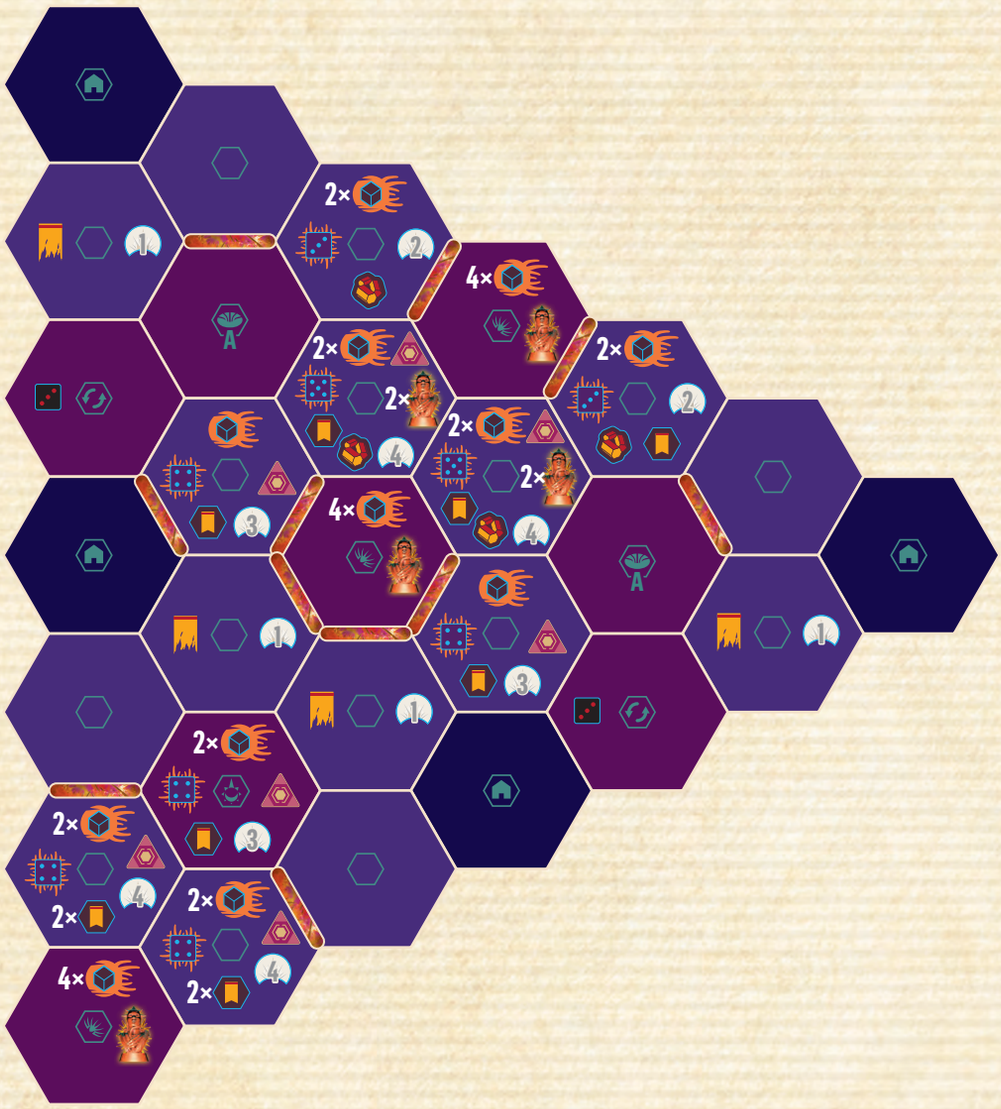
SAFE HAVENS:

! Note: Since the Research Complex sector has a pre-printed Starbase, place the Starbases Combat tile under the Main Combat tile.

Devil's Triangle

COMPLEXITY ●●●○ C054

Not only did the arrival of the Voidborn open Rifts across the fabric of the dimensions, but it also inexplicably distorted reality in the star systems surrounding the Rifts. In these domains, humanity has long been waging a losing war due to their standard communication technologies becoming unusable in the distortion. But now, with the help of the Comms Relays developed during the war, the remaining Great Houses finally have a chance to take back what's theirs.



SAFE HAVENS:

When Darkness Fades

COMPLEXITY ●●●● C064

The stakes of the war against the Voidborn are no less than the very existence of mankind. But the Great Houses that are still fighting must think even beyond that. It is not enough to survive the extradimensional invasion and close the Rifts, they also need to to secure the future of a new Domineum. And for that, they must save the empire's crown jewel, the Paradise World, for humanity to thrive, and the planet-sized city of Megalopolis to provide the funds to start anew.

SAFE HAVENS:

! Note: Since the Research Complex sector has a pre-printed Starbase, place the Starbases Combat tile under the Main Combat tile.

Second Genesis

AGGRESSION ●●●●

COMPLEXITY ●●○○

X012

Although the Corruption breached the inner worlds' defenses and reached the outer rim, the remaining Houses eventually managed to bring the Voidborn forces under siege at the heart of the Domineum. In order to achieve lasting victory, humanity needs a new home to rise from its ashes and start over. And so their primary goal is to take back the Genesis worlds, the only planets in the galaxy where the people of Domineum can finally settle down and prosper once again.

RECOMMENDED HOUSES:

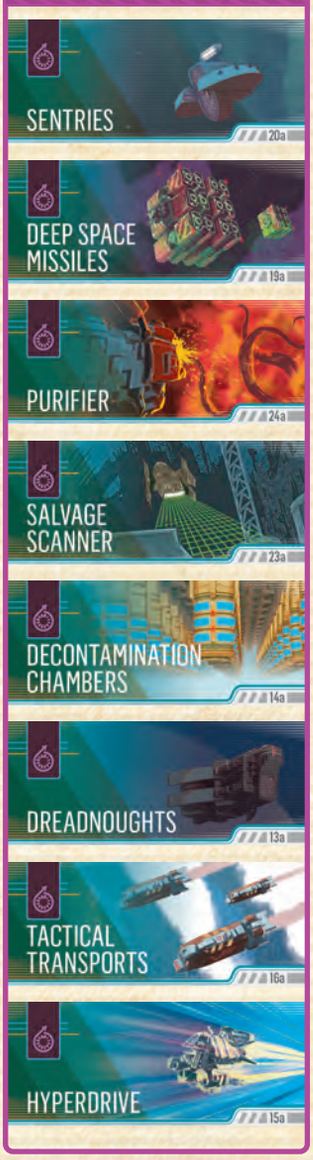
- BELITAN
- CORTOZAAR
- DUNLORK
- VALNIS

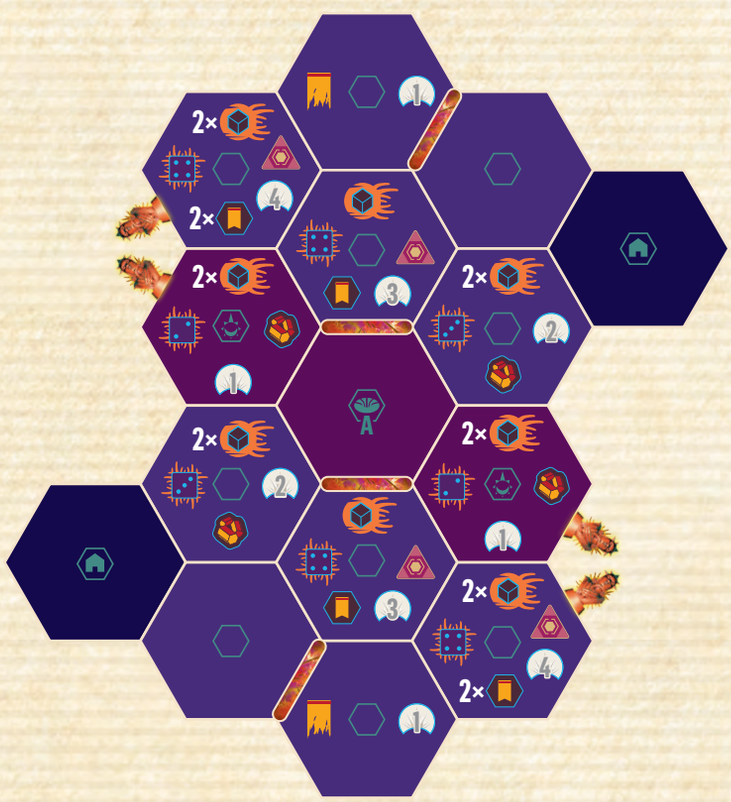
GALACTIC EVENTS FOR EACH CYCLE:

A D F

FALLEN HOUSES:

TECHNOLOGIES:





For Peace and Prosperity

AGGRESSION ●●○○ COMPLEXITY ●●●○ X022

Somewhere deep in the realms of the once glorious Domineum, a utopian star system flourished, with lush, untouched planets ruled by the forces of nature. In the war against the Voidborn, most of these planets were destroyed and their debris scattered in space. In time, the remains formed an asteroid belt around the last remaining Paradise world, providing tactical advantage for the Houses in their quest to reclaim the planet that is still able to naturally resist the Corruption.

RECOMMENDED HOUSES:

- ASTORAN
- NERVO
- THEGWYN
- ZENOR

GALACTIC EVENTS FOR EACH CYCLE:

C D E

FALLEN HOUSES:

TECHNOLOGIES:

Foundations of the Future

AGGRESSION ●●●○ COMPLEXITY ●●●○ X032

The crown jewel of the Domineum, the star system where much of the empire's knowledge and wealth was concentrated, is now a devastated battleground between the last Houses and the rampaging forces of the Voidborn. Its center, the Megalopolis, still serves as a nexus for the war effort, but most of the scientific records are stored in Research Complexes on the outer reaches of the domain; these assets could decide the war for the Great Houses still fighting.

RECOMMENDED HOUSES:

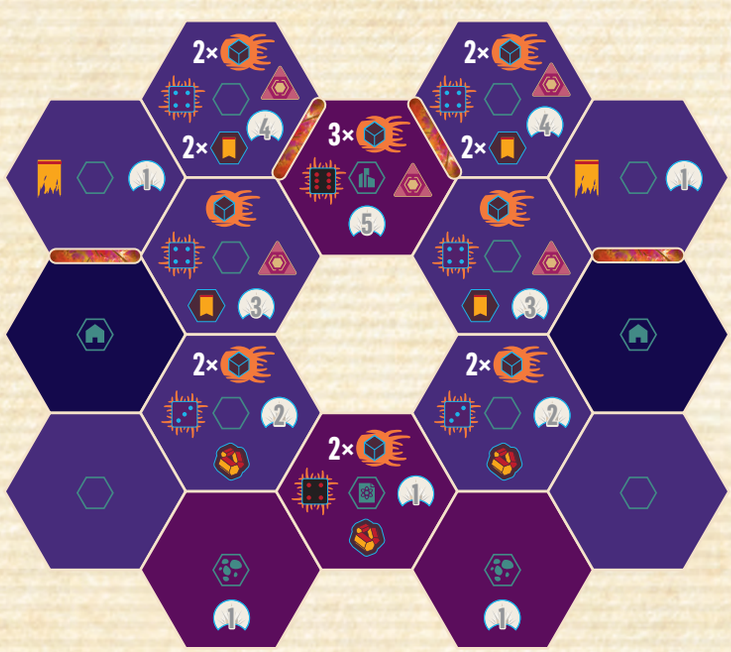
FENRAX
NOVARIS
SHIVEUS
YARVEK

GALACTIC EVENTS FOR EACH CYCLE:

C F H

FALLEN HOUSES:

TECHNOLOGIES:



2 Novarchon Legacy

AGGRESSION ●●●●

COMPLEXITY ●●●○

X042

The ancient palace of House Novarchon used to be the center of the empire where all efforts to colonize the galaxy began. Now it serves as the epicenter of the Voidborn's influence within the ruins of Domineum. Although only a fraction of humanity survived the Voidfall and its aftermath, victory is now shining on the horizon. And whichever House purges the Novarchon Palace and unveils its secrets can secure the future as the new ruler of Domineum.

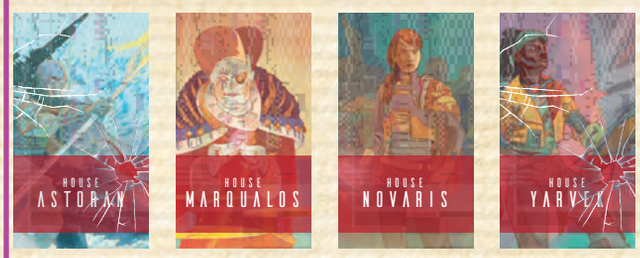
RECOMMENDED HOUSES:

- FENRAX
- KRADMOR
- SHIVEUS
- ZENOR

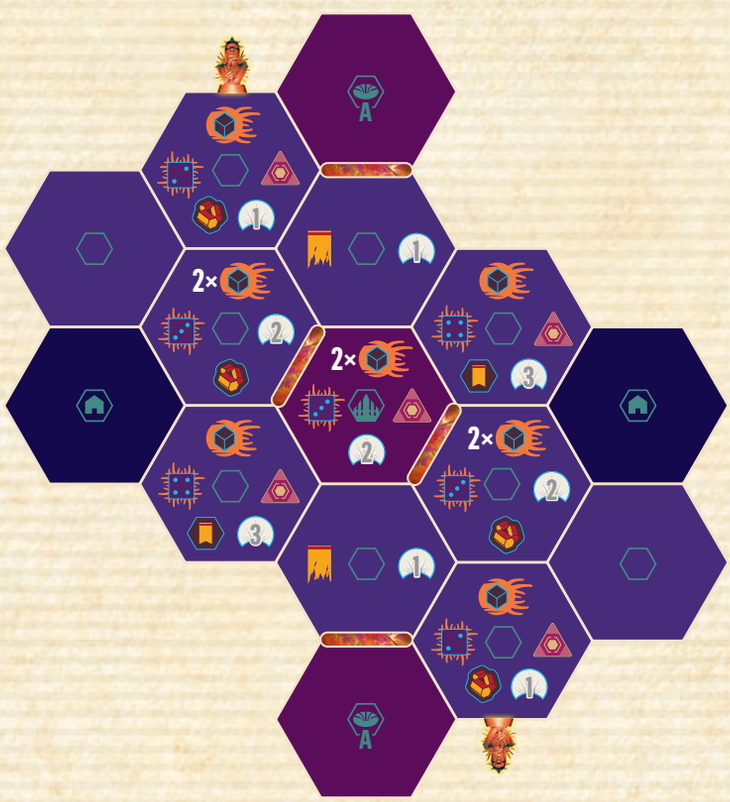
GALACTIC EVENTS FOR EACH CYCLE:

A E G

FALLEN HOUSES:



TECHNOLOGIES:



Art of War

AGGRESSION ●●●●

COMPLEXITY ●●●●

X052

The stage for the final act of the galactic war is at the Novarchs' last stand: the Novarchon Palace and its neighboring star systems. Once the cradle of humanity, it is now a corrupted grave surrounded by the disruptions caused by the Voidfall; debris from destroyed planets, cosmic Vortexes, and raging Voidstorms stand in the way of the surviving Great Houses. To even the odds, Comms Relays placed at strategic points support their last effort to strike a final blow to the last source of evil.

RECOMMENDED HOUSES:

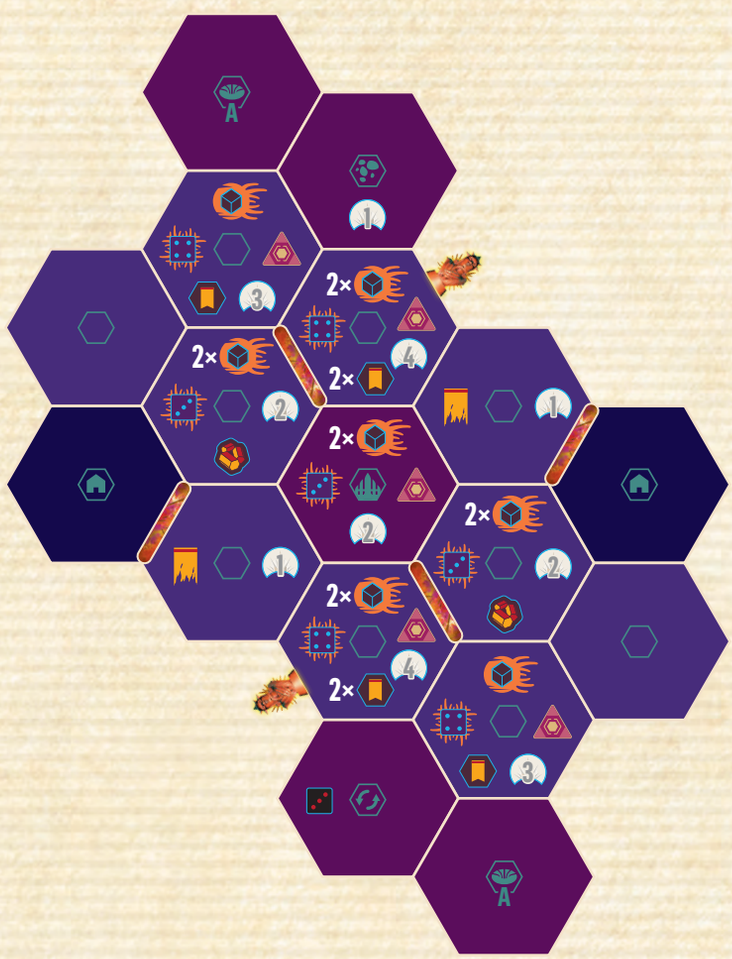
- FENRAX
- MARQUALOS
- NERVO
- VALNIS

GALACTIC EVENTS FOR EACH CYCLE:

D H I

FALLEN HOUSES:

TECHNOLOGIES:



2 Whirling Destinies

AGGRESSION ●●●●

COMPLEXITY ●●●○

X062

Over the decades, the intense presence of the Corruption has created raging Voidstorms and swirling wormholes between the war-torn star systems of the galaxy. Although these cosmic disruptions diverted the remnants of humanity fleeing the crumbling Megalopolis and forced them to settle on uninhabited worlds, they may provide a tactical advantage to the Houses still striving for dominance and a new future for Domineum.

RECOMMENDED HOUSES:

- ASTORAN
- DUNLORK
- YARVEK
- ZENOR

GALACTIC EVENTS FOR EACH CYCLE:

A F I

FALLEN HOUSES:

TECHNOLOGIES:

Through the Altered Space

AGGRESSION ●●●○ COMPLEXITY ●●●● X072

After years of desperate warfare, the allied forces of the surviving Houses finally closed the Rifts and severed the Voidborn's corrupting ties with the Domineum's dimension. A cosmic anomaly appeared in their place, distorting space at the center of the galaxy to an unprecedented degree. Now the Houses can take advantage of this vast and inexplicable phenomenon to reach the distant remnants of the empire and finally cleanse it of the Corruption once and for all.

RECOMMENDED HOUSES:

ASTORAN MARQUALOS SHIVEUS ZENOR

GALACTIC EVENTS FOR EACH CYCLE:

B F G

FALLEN HOUSES:

TECHNOLOGIES:

2 Echoes of the Past

AGGRESSION ●●○○ COMPLEXITY ●●●○ X082

As the war between the last Great Houses and the forces of the Voidborn devastated the Domineum, the last frontline brought the remnants of humanity to the edge of the known galaxy. As they sought to establish their last stand on the undiscovered planets, they soon discovered ancient ruins and abandoned research complexes of unknown origins. The ancient knowledge found there could now be of great advantage to the Houses, and even turn the tide of the war to their favor.

RECOMMENDED HOUSES:

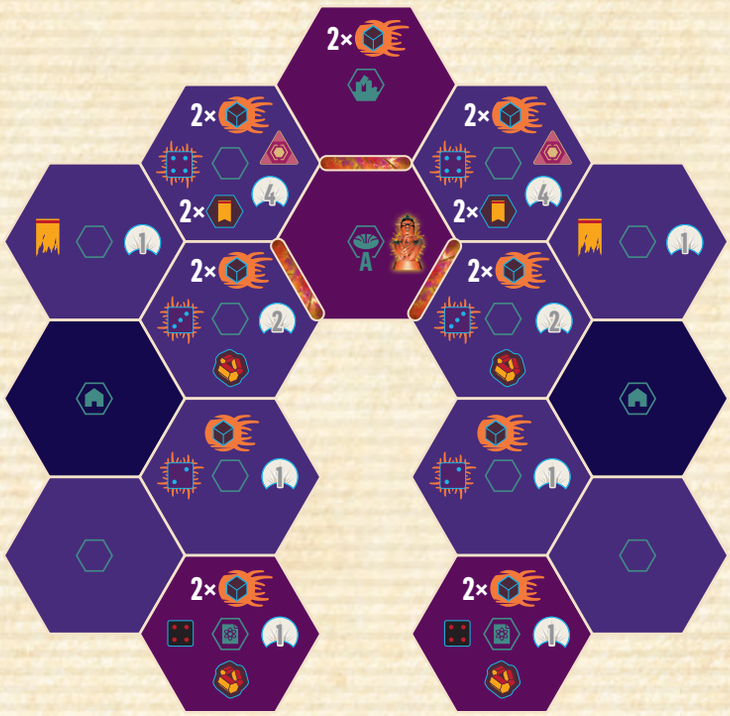
BELITAN
NERVO
NOVARIS
YARVEK

GALACTIC EVENTS FOR EACH CYCLE:

B F G

FALLEN HOUSES:

TECHNOLOGIES:



! Note: Since the Research Complex sector has a pre-printed Starbase, place the Starbases Combat tile under the Main Combat tile.

2 Bastion of Resistance

AGGRESSION ●●●○ COMPLEXITY ●●●○ X092

Although the Rifts were closed at great cost, only a few of the Great Houses remained who could stand against the Corruption still lingering in the ruins of Domineum. For decades, they have been trying to cleanse the galaxy with little success, but now millions of survivors have been found in a distant corner of the galaxy, sheltering in the safety of a vast asteroid belt. With their help, the Corruption could finally be purged and the building of a new empire can begin.

RECOMMENDED HOUSES:

MARQUALOS
NOVARIS
THEGWYN
YARVEK

GALACTIC EVENTS FOR EACH CYCLE:

C G H

FALLEN HOUSES:

TECHNOLOGIES:

2 Kingdom Come

AGGRESSION ●○○○ COMPLEXITY ●●○○ X102

At the very edge of the known galaxy, far from the power struggles of the late Domineum, the inhabitants of a few star systems lived a life of peace and in harmony with nature. These planets, which had flourished for centuries as the result of a peaceful and content society, were known to the rest of the empire as the Kingdom of Heaven. But the war eventually reached these domains, too, and if the remaining Great Houses let these worlds fall, the rest of humanity will likely follow.

RECOMMENDED HOUSES:

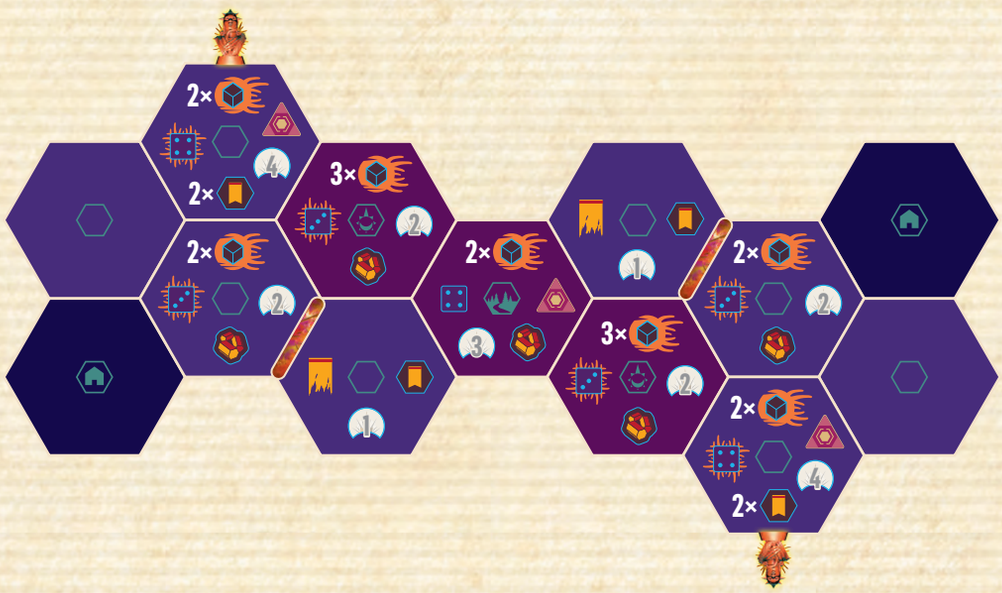
CORTOZAAR
DUNLORK
KRADMOR
THEGWYN

GALACTIC EVENTS FOR EACH CYCLE:

B E H

FALLEN HOUSES:

TECHNOLOGIES:



Fractures of Space

AGGRESSION ●●○○ COMPLEXITY ●●●○ X112

If the Voidfall itself and the decades of war that followed were not enough, the closing of the Rifts resulted in a cosmic explosion of such magnitude that the fabric of reality was torn apart, leaving empty holes in space the size of a star system. While these anomalies are completely impenetrable, the wormholes created as a side effect of the Voidfall make it easier for the Great Houses to maneuver through them and wipe out the remaining Corruption once and for all.

RECOMMENDED HOUSES:

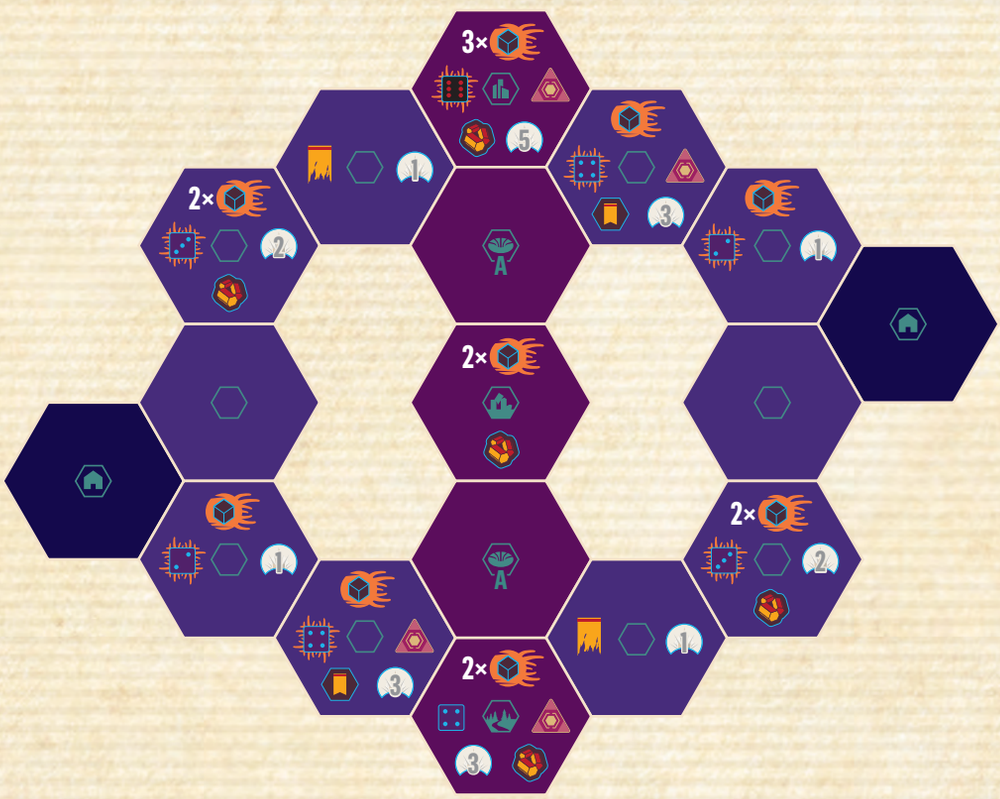
BELITAN
KRADMOR
NERVO
VALNIS

GALACTIC EVENTS FOR EACH CYCLE:

C E H

FALLEN HOUSES:

TECHNOLOGIES:



Second Genesis

AGGRESSION ●●●●

COMPLEXITY ●●○○

X013

Although the Corruption breached the inner worlds' defenses and reached the outer rim, the remaining Houses eventually managed to bring the Voidborn forces under siege at the heart of the Domineum. In order to achieve lasting victory, humanity needs a new home to rise from its ashes and start over. And so their primary goal is to take back the Genesis worlds, the only planets in the galaxy where the people of Domineum can finally settle down and prosper once again.

RECOMMENDED HOUSES:

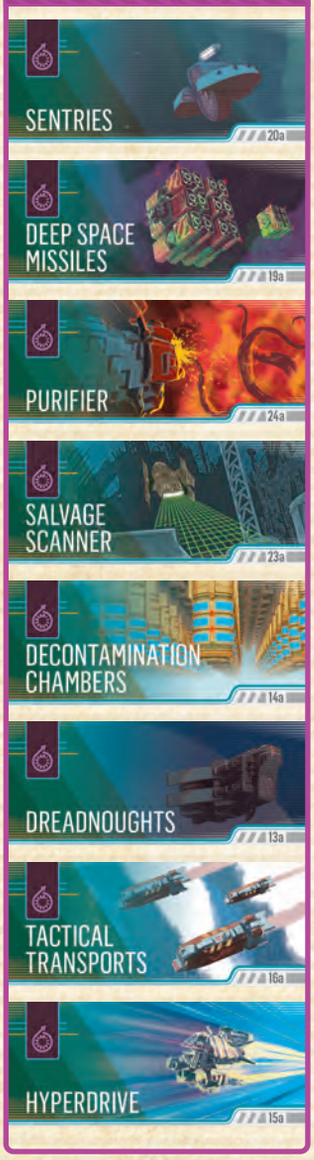
- BELITAN
- CORTOZAAR
- DUNLORK
- VALNIS

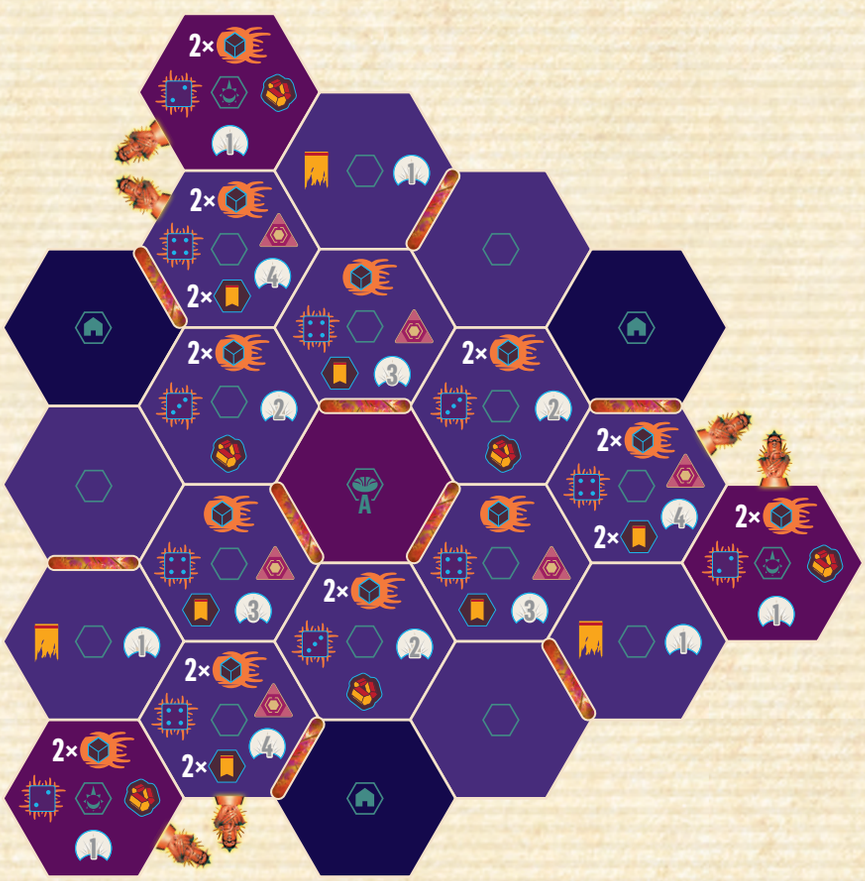
GALACTIC EVENTS FOR EACH CYCLE:

A D F

FALLEN HOUSES:

TECHNOLOGIES:





3 For Peace and Prosperity

AGGRESSION ●●○○ COMPLEXITY ●●●○ X023

Somewhere deep in the realms of the once glorious Domineum, a utopian star system flourished, with lush, untouched planets ruled by the forces of nature. In the war against the Voidborn, most of these planets were destroyed and their debris scattered in space. In time, the remains formed an asteroid belt around the last remaining Paradise world, providing tactical advantage for the Houses in their quest to reclaim the planet that is still able to naturally resist the Corruption.

RECOMMENDED HOUSES:

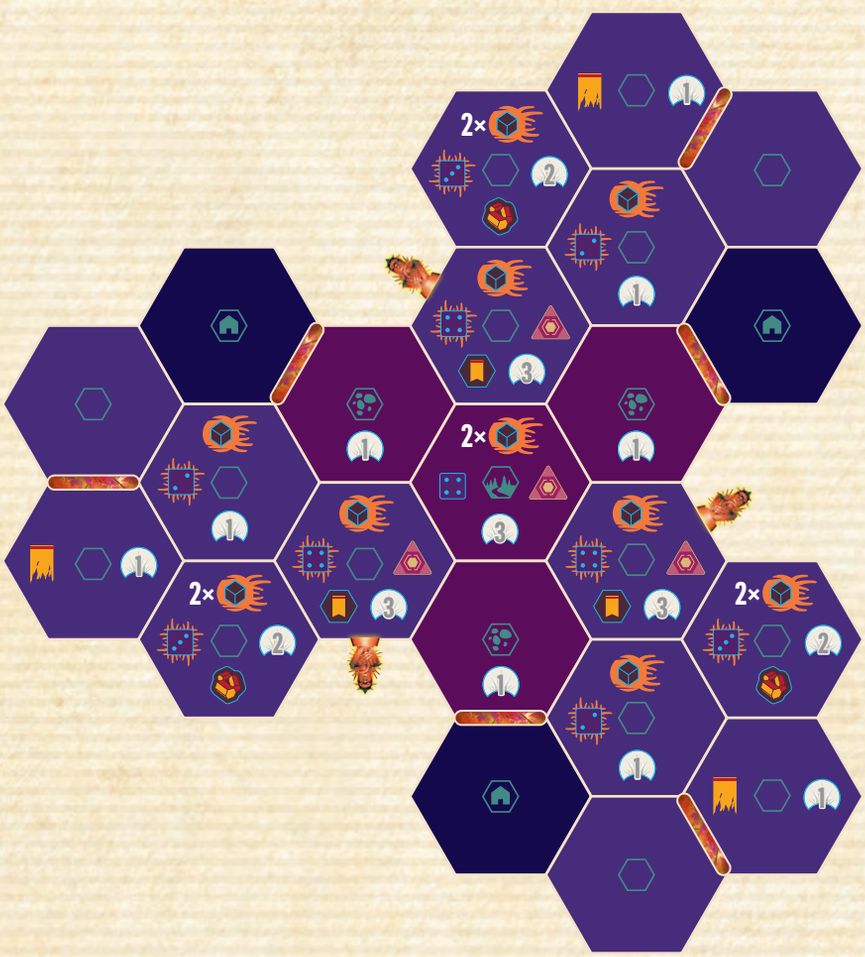
- ASTORAN
- NERVO
- THEGWYN
- ZENOR

GALACTIC EVENTS FOR EACH CYCLE:

C D E

FALLEN HOUSES:

TECHNOLOGIES:



3 Foundations of the Future

AGGRESSION ●●●○ COMPLEXITY ●●●○ X033

The crown jewel of the Domineum, the star system where much of the empire's knowledge and wealth was concentrated, is now a devastated battleground between the last Houses and the rampaging forces of the Voidborn. Its center, the Megalopolis, still serves as a nexus for the war effort, but most of the scientific records are stored in Research Complexes on the outer reaches of the domain; these assets could decide the war for the Great Houses still fighting.

RECOMMENDED HOUSES:

FENRAX
NOVARIS
SHIVEUS
YARVEK

GALACTIC EVENTS FOR EACH CYCLE:

C F H

FALLEN HOUSES:

TECHNOLOGIES:

3 Novarchon Legacy

AGGRESSION ●●●●
COMPLEXITY ●●●○
XO43

The ancient palace of House Novarchon used to be the center of the empire where all efforts to colonize the galaxy began. Now it serves as the epicenter of the Voidborn's influence within the ruins of Domineum. Although only a fraction of humanity survived the Voidfall and its aftermath, victory is now shining on the horizon. And whichever House purges the Novarchon Palace and unveils its secrets can secure the future as the new ruler of Domineum.

RECOMMENDED HOUSES:

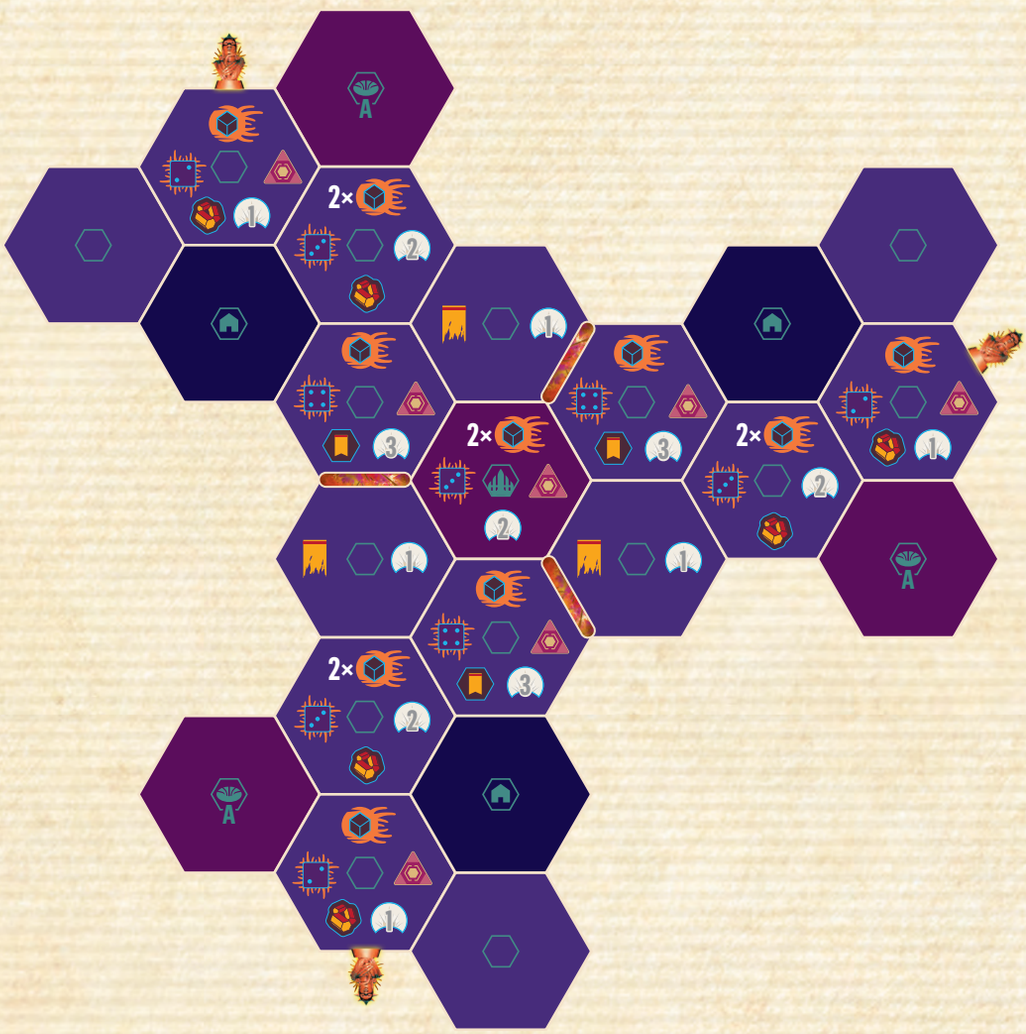
- FENRAX
- KRADMOR
- SHIVEUS
- ZENOR

GALACTIC EVENTS FOR EACH CYCLE:

A E G

FALLEN HOUSES:

TECHNOLOGIES:



Art of War

AGGRESSION ●●●●

COMPLEXITY ●●●●

X053

The stage for the final act of the galactic war is at the Novarchs' last stand: the Novarchon Palace and its neighboring star systems. Once the cradle of humanity, it is now a corrupted grave surrounded by the disruptions caused by the Voidfall; debris from destroyed planets, cosmic Vortexes, and raging Voidstorms stand in the way of the surviving Great Houses. To even the odds, Comms Relays placed at strategic points support their last effort to strike a final blow to the last source of evil.

RECOMMENDED HOUSES:

FENRAX

MARQUALOS

NERVO

VALNIS

GALACTIC EVENTS FOR EACH CYCLE:

D H I

FALLEN HOUSES:

TECHNOLOGIES:

Whirling Destinies

AGGRESSION ●●●●

COMPLEXITY ●●●○

X063

Over the decades, the intense presence of the Corruption has created raging Voidstorms and swirling wormholes between the war-torn star systems of the galaxy. Although these cosmic disruptions diverted the remnants of humanity fleeing the crumbling Megalopolis and forced them to settle on uninhabited worlds, they may provide a tactical advantage to the Houses still striving for dominance and a new future for Domineum.

RECOMMENDED HOUSES:

- ASTORAN
- DUNLORK
- YARVEK
- ZENOR

GALACTIC EVENTS FOR EACH CYCLE:

A F I

FALLEN HOUSES:

TECHNOLOGIES:

3 Through the Altered Space

AGGRESSION ●●●○ COMPLEXITY ●●●● X073

After years of desperate warfare, the allied forces of the surviving Houses finally closed the Rifts and severed the Voidborn's corrupting ties with the Domineum's dimension. A cosmic anomaly appeared in their place, distorting space at the center of the galaxy to an unprecedented degree. Now the Houses can take advantage of this vast and inexplicable phenomenon to reach the distant remnants of the empire and finally cleanse it of the Corruption once and for all.

RECOMMENDED HOUSES:

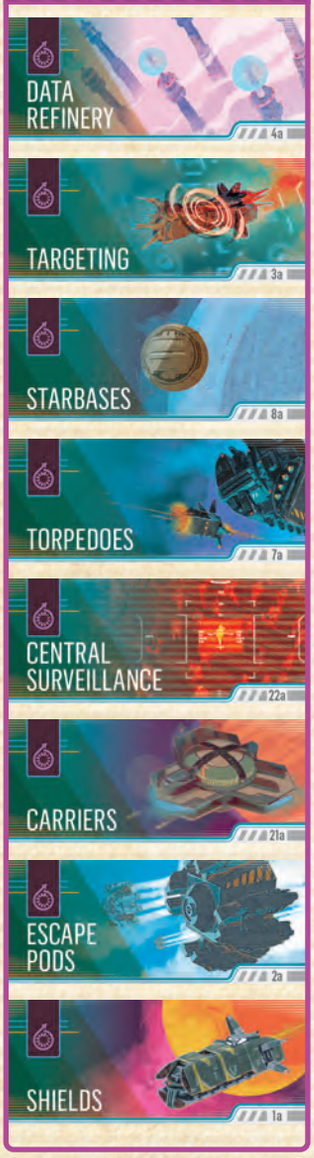
- ASTORAN
- MARQUALOS
- SHIVEUS
- ZENOR

GALACTIC EVENTS FOR EACH CYCLE:

B F G

FALLEN HOUSES:

TECHNOLOGIES:



Echoes of the Past

AGGRESSION ●●○○ COMPLEXITY ●●●○ X083

As the war between the last Great Houses and the forces of the Voidborn devastated the Domineum, the last frontline brought the remnants of humanity to the edge of the known galaxy. As they sought to establish their last stand on the undiscovered planets, they soon discovered ancient ruins and abandoned research complexes of unknown origins. The ancient knowledge found there could now be of great advantage to the Houses, and even turn the tide of the war to their favor.

RECOMMENDED HOUSES:

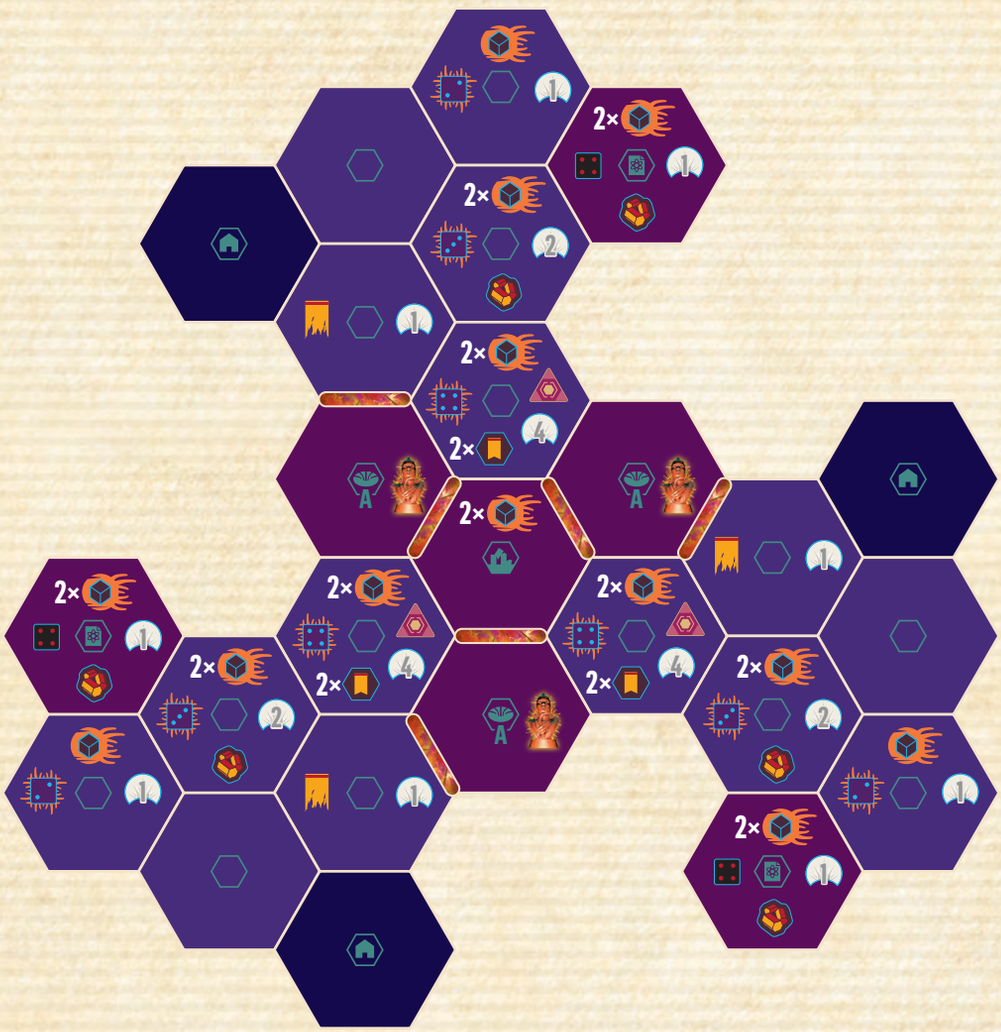
- BELITAN
- NERVO
- NOVARIS
- YARVEK

GALACTIC EVENTS FOR EACH CYCLE:

B F G

FALLEN HOUSES:

TECHNOLOGIES:



! Note: Since the Research Complex sector has a pre-printed Starbase, place the Starbases Combat tile under the Main Combat tile.

3 Bastion of Resistance

AGGRESSION ●●●○ COMPLEXITY ●●●○ X093

Although the Rifts were closed at great cost, only a few of the Great Houses remained who could stand against the Corruption still lingering in the ruins of Domineum. For decades, they have been trying to cleanse the galaxy with little success, but now millions of survivors have been found in a distant corner of the galaxy, sheltering in the safety of a vast asteroid belt. With their help, the Corruption could finally be purged and the building of a new empire can begin.

RECOMMENDED HOUSES:

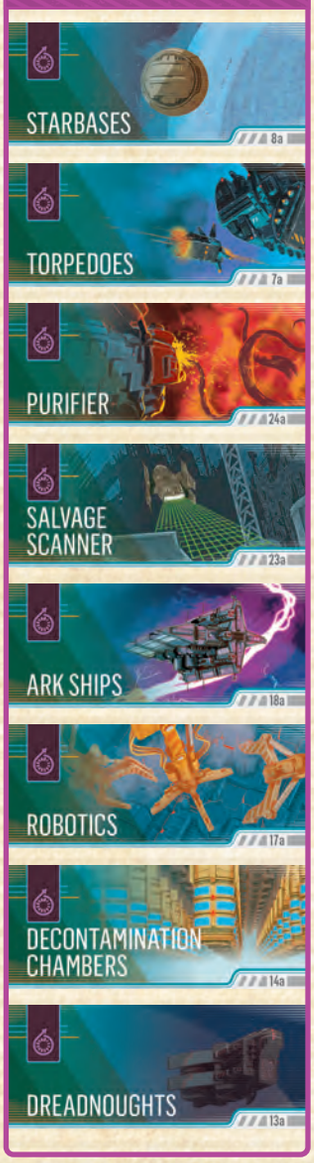
MARQUALOS
NOVARIS
THEGWYN
YARVEK

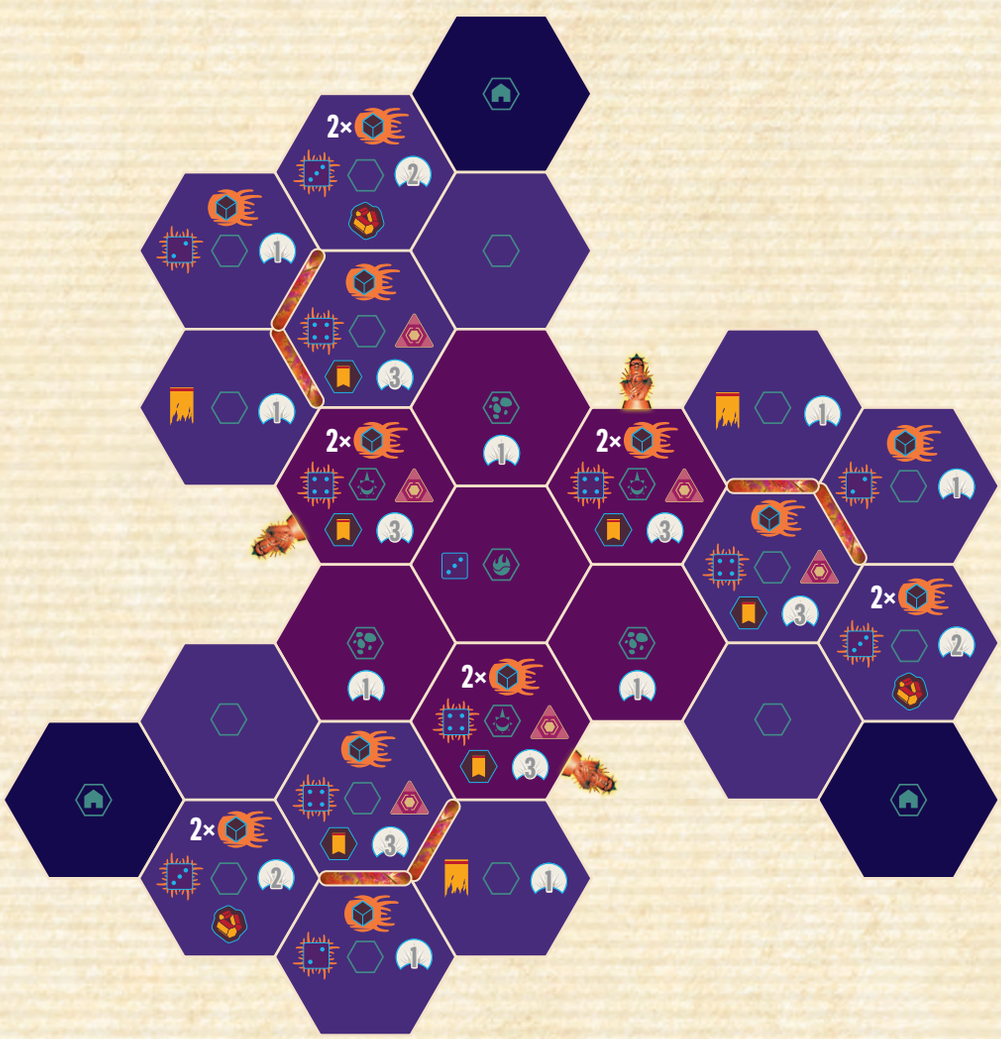
GALACTIC EVENTS FOR EACH CYCLE:

C G H

FALLEN HOUSES:

TECHNOLOGIES:





3 Kingdom Come

AGGRESSION ●○○○ COMPLEXITY ●●○○ X103

At the very edge of the known galaxy, far from the power struggles of the late Domineum, the inhabitants of a few star systems lived a life of peace and in harmony with nature. These planets, which had flourished for centuries as the result of a peaceful and content society, were known to the rest of the empire as the Kingdom of Heaven. But the war eventually reached these domains, too, and if the remaining Great Houses let these worlds fall, the rest of humanity will likely follow.

RECOMMENDED HOUSES:

- CORTOZAAR
- DUNLORK
- KRADMOR
- THEGWYN

GALACTIC EVENTS FOR EACH CYCLE:

B E H

FALLEN HOUSES:

TECHNOLOGIES:

3 Fractures of Space

AGGRESSION ●●○○ COMPLEXITY ●●●○ X113

If the Voidfall itself and the decades of war that followed were not enough, the closing of the Rifts resulted in a cosmic explosion of such magnitude that the fabric of reality was torn apart, leaving empty holes in space the size of a star system. While these anomalies are completely impenetrable, the wormholes created as a side effect of the Voidfall make it easier for the Great Houses to maneuver through them and wipe out the remaining Corruption once and for all.

RECOMMENDED HOUSES:

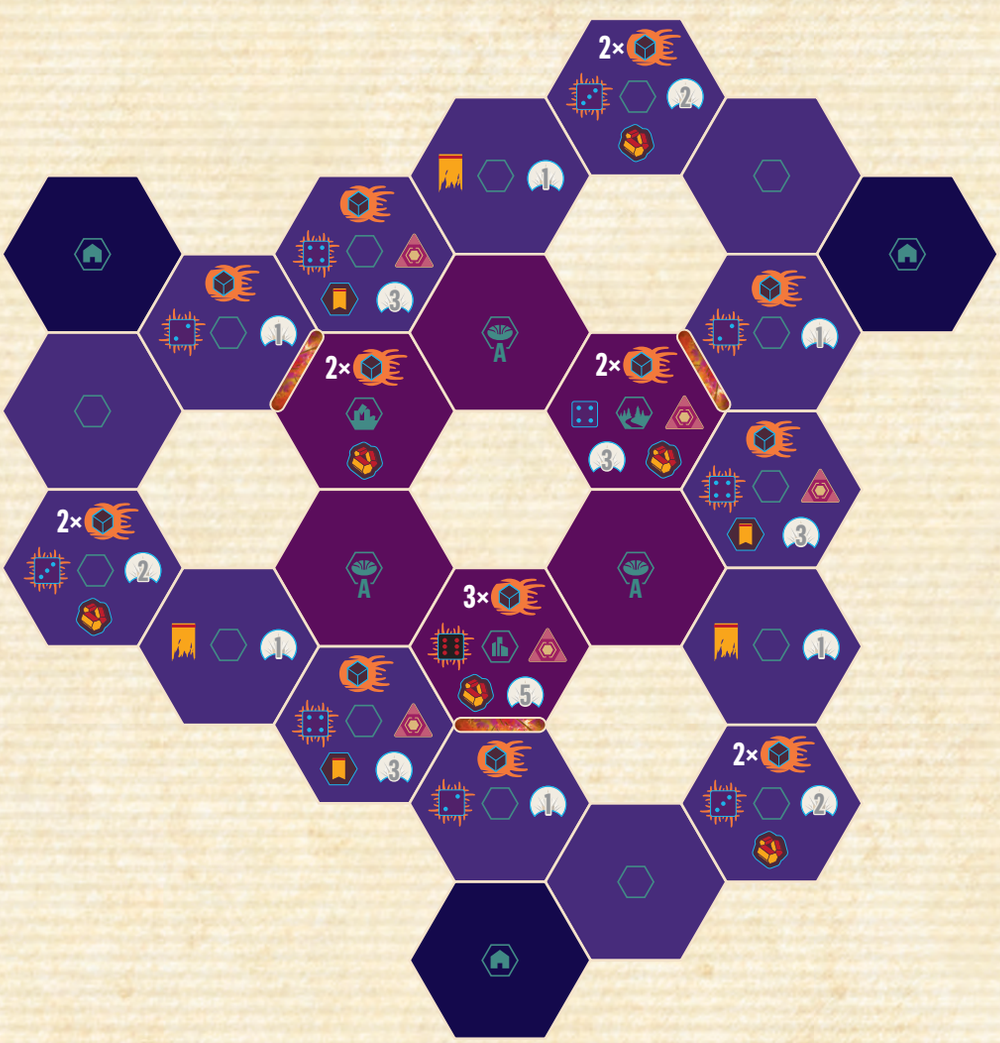
BELITAN
KRADMOR
NERVO
VALNIS

GALACTIC EVENTS FOR EACH CYCLE:

C E H

FALLEN HOUSES:

TECHNOLOGIES:



4 Second Genesis

AGGRESSION ●●●○ COMPLEXITY ●●○○ X014

Although the Corruption breached the inner worlds' defenses and reached the outer rim, the remaining Houses eventually managed to bring the Voidborn forces under siege at the heart of the Domineum. In order to achieve lasting victory, humanity needs a new home to rise from its ashes and start over. And so their primary goal is to take back the Genesis worlds, the only planets in the galaxy where the people of Domineum can finally settle down and prosper once again.

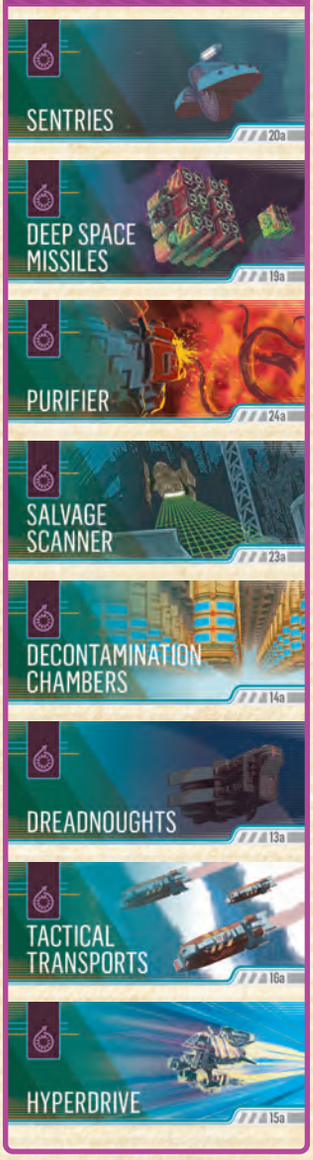
RECOMMENDED HOUSES:

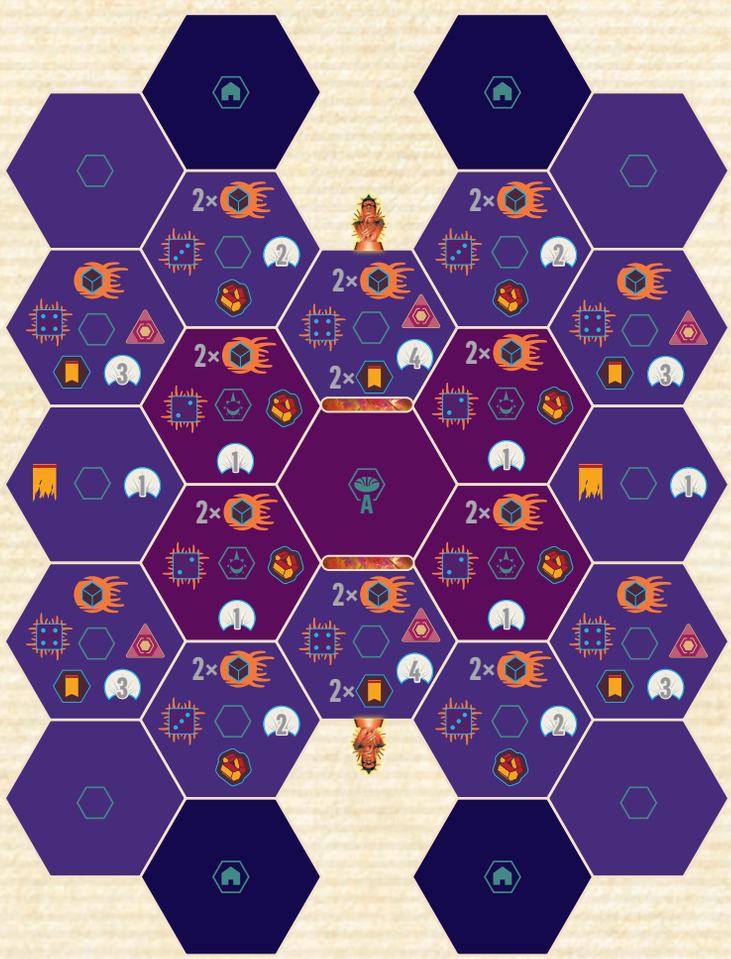
- BELITAN
- CORTOZAAR
- DUNLORK
- VALNIS

GALACTIC EVENTS FOR EACH CYCLE:

FALLEN HOUSES:

TECHNOLOGIES:





4 For Peace and Prosperity

AGGRESSION ●●○○ COMPLEXITY ●●●○ X024

Somewhere deep in the realms of the once glorious Domineum, a utopian star system flourished, with lush, untouched planets ruled by the forces of nature. In the war against the Voidborn, most of these planets were destroyed and their debris scattered in space. In time, the remains formed an asteroid belt around the last remaining Paradise world, providing tactical advantage for the Houses in their quest to reclaim the planet that is still able to naturally resist the Corruption.

RECOMMENDED HOUSES:

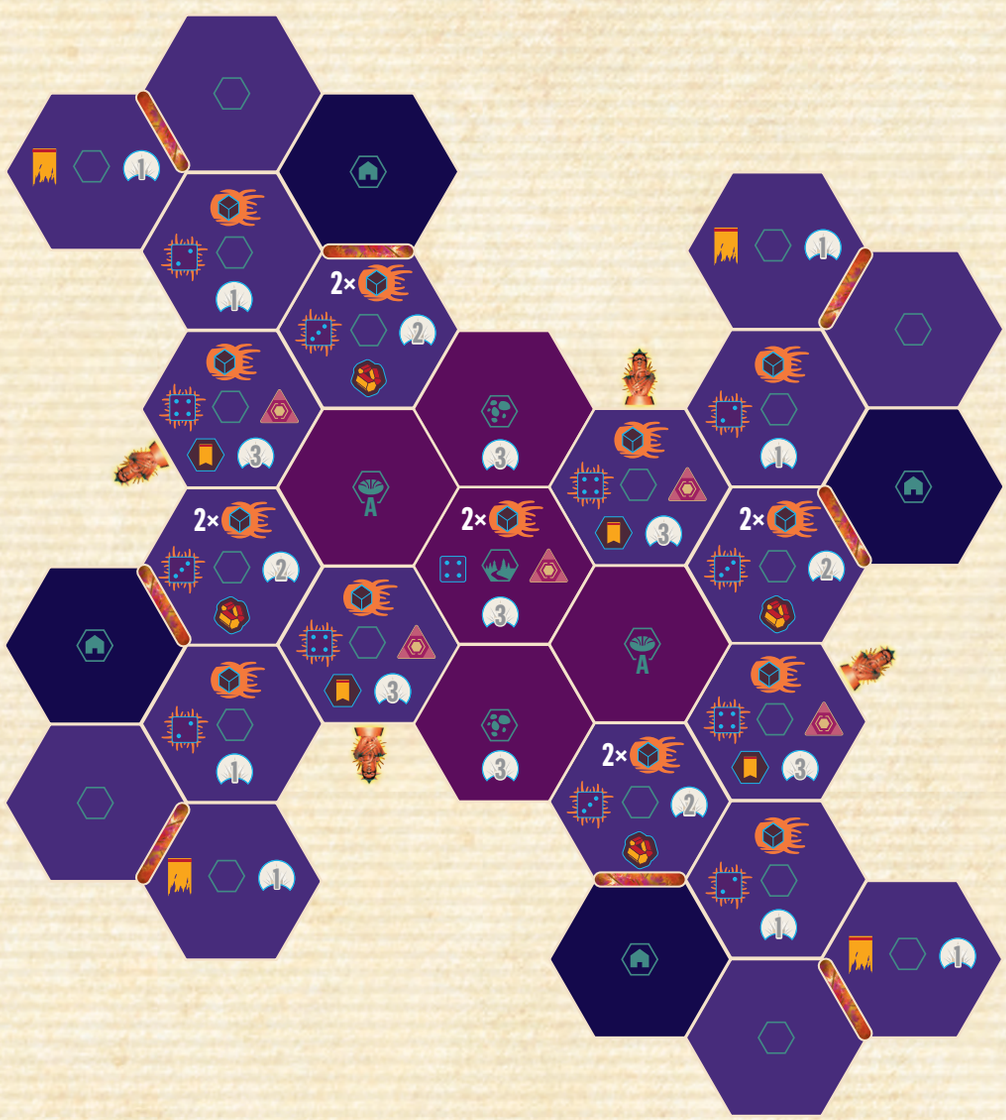
- ASTORAN
- NERVO
- THEGWYN
- ZENOR

GALACTIC EVENTS FOR EACH CYCLE:

C D E

FALLEN HOUSES:

TECHNOLOGIES:



4 Foundations of the Future

AGGRESSION ●●●○ COMPLEXITY ●●●○ XO34

The crown jewel of the Domineum, the star system where much of the empire's knowledge and wealth was concentrated, is now a devastated battleground between the last Houses and the rampaging forces of the Voidborn. Its center, the Megalopolis, still serves as a nexus for the war effort, but most of the scientific records are stored in Research Complexes on the outer reaches of the domain; these assets could decide the war for the Great Houses still fighting.

RECOMMENDED HOUSES:

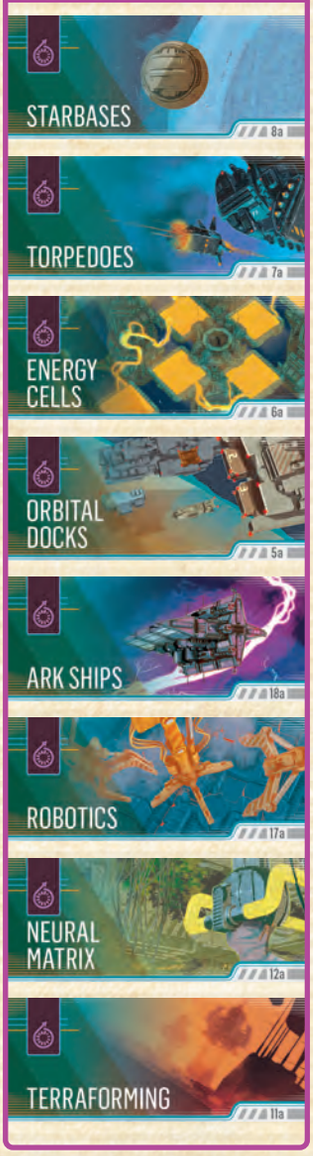
FENRAX NOVARIS SHIVEUS YARVEK

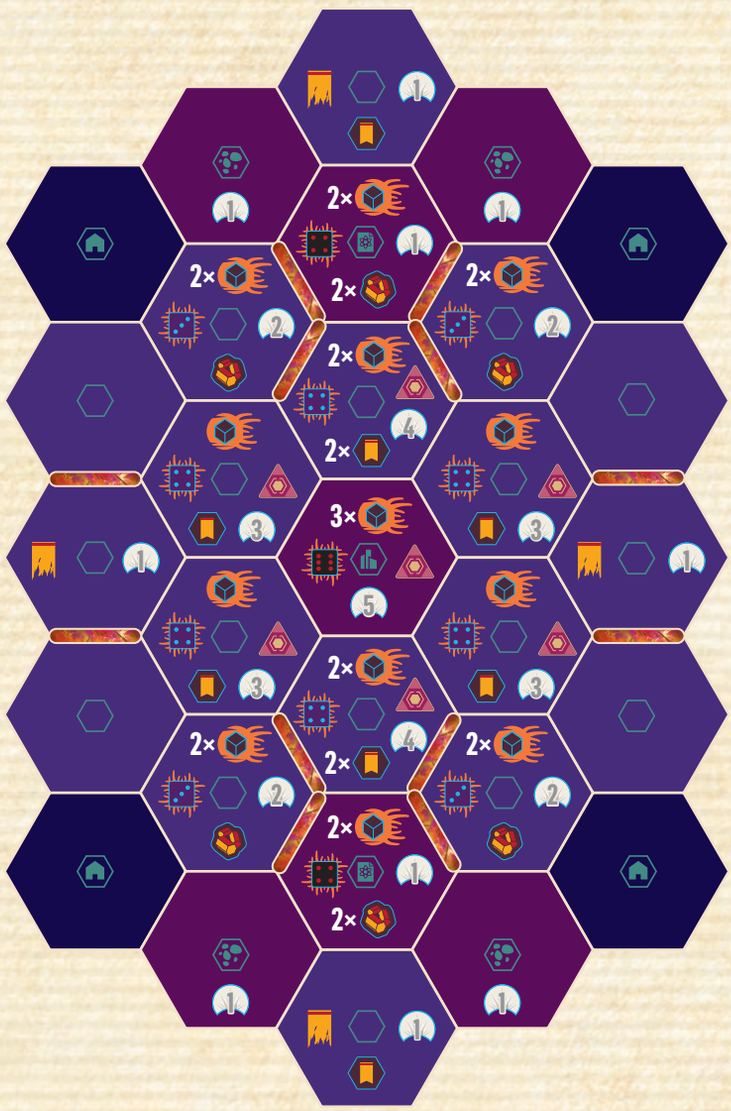
GALACTIC EVENTS FOR EACH CYCLE:

C F H

FALLEN HOUSES:

TECHNOLOGIES:





4 Novarchon Legacy

AGGRESSION ●●●●

COMPLEXITY ●●●○

X044

The ancient palace of House Novarchon used to be the center of the empire where all efforts to colonize the galaxy began. Now it serves as the epicenter of the Voidborn's influence within the ruins of Domineum. Although only a fraction of humanity survived the Voidfall and its aftermath, victory is now shining on the horizon. And whichever House purges the Novarchon Palace and unveils its secrets can secure the future as the new ruler of Domineum.

RECOMMENDED HOUSES:

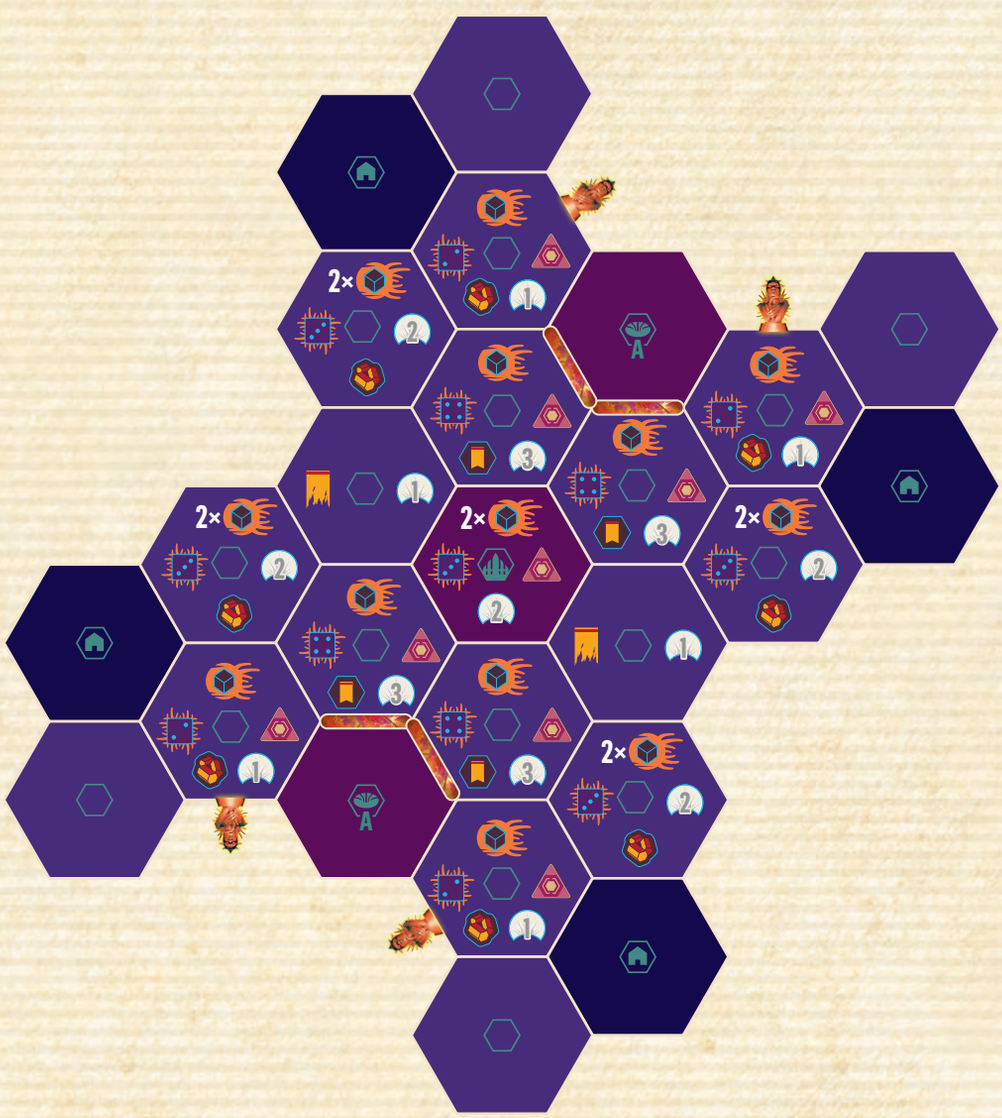
- FENRAX
- KRADMOR
- SHIVEUS
- ZENOR

GALACTIC EVENTS FOR EACH CYCLE:

A E G

FALLEN HOUSES:

TECHNOLOGIES:



Art of War

AGGRESSION ●●●●

COMPLEXITY ●●●●

X054

The stage for the final act of the galactic war is at the Novarchs' last stand: the Novarchon Palace and its neighboring star systems. Once the cradle of humanity, it is now a corrupted grave surrounded by the disruptions caused by the Voidfall; debris from destroyed planets, cosmic Vortexes, and raging Voidstorms stand in the way of the surviving Great Houses. To even the odds, Comms Relays placed at strategic points support their last effort to strike a final blow to the last source of evil.

RECOMMENDED HOUSES:

FENRAX

MARQUALOS

NERVO

VALNIS

GALACTIC EVENTS FOR EACH CYCLE:

D H I

FALLEN HOUSES:

TECHNOLOGIES:

4 Whirling Destinies

AGGRESSION ●●●●

COMPLEXITY ●●●○

X064

Over the decades, the intense presence of the Corruption has created raging Voidstorms and swirling wormholes between the war-torn star systems of the galaxy. Although these cosmic disruptions diverted the remnants of humanity fleeing the crumbling Megalopolis and forced them to settle on uninhabited worlds, they may provide a tactical advantage to the Houses still striving for dominance and a new future for Domineum.

RECOMMENDED HOUSES:

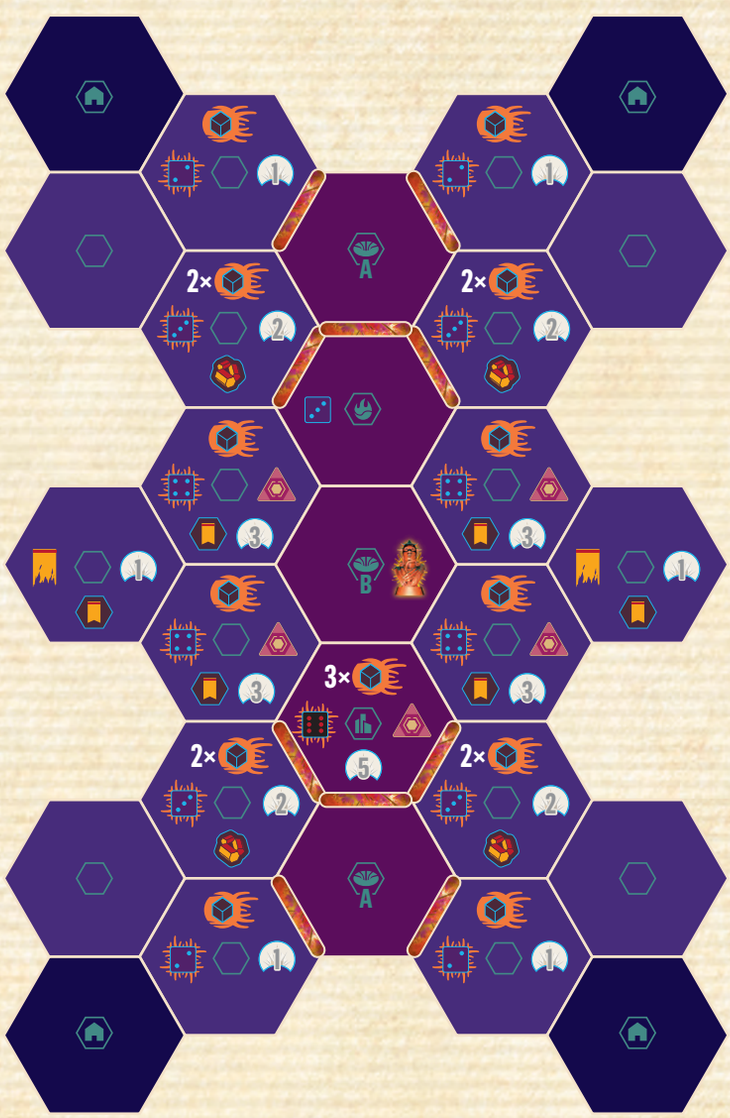
- ASTORAN
- DUNLORK
- YARVEK
- ZENOR

GALACTIC EVENTS FOR EACH CYCLE:

A F I

FALLEN HOUSES:

TECHNOLOGIES:



4 Through the Altered Space

AGGRESSION ●●●○ COMPLEXITY ●●●● X074

After years of desperate warfare, the allied forces of the surviving Houses finally closed the Rifts and severed the Voidborn's corrupting ties with the Domineum's dimension. A cosmic anomaly appeared in their place, distorting space at the center of the galaxy to an unprecedented degree. Now the Houses can take advantage of this vast and inexplicable phenomenon to reach the distant remnants of the empire and finally cleanse it of the Corruption once and for all.

RECOMMENDED HOUSES:

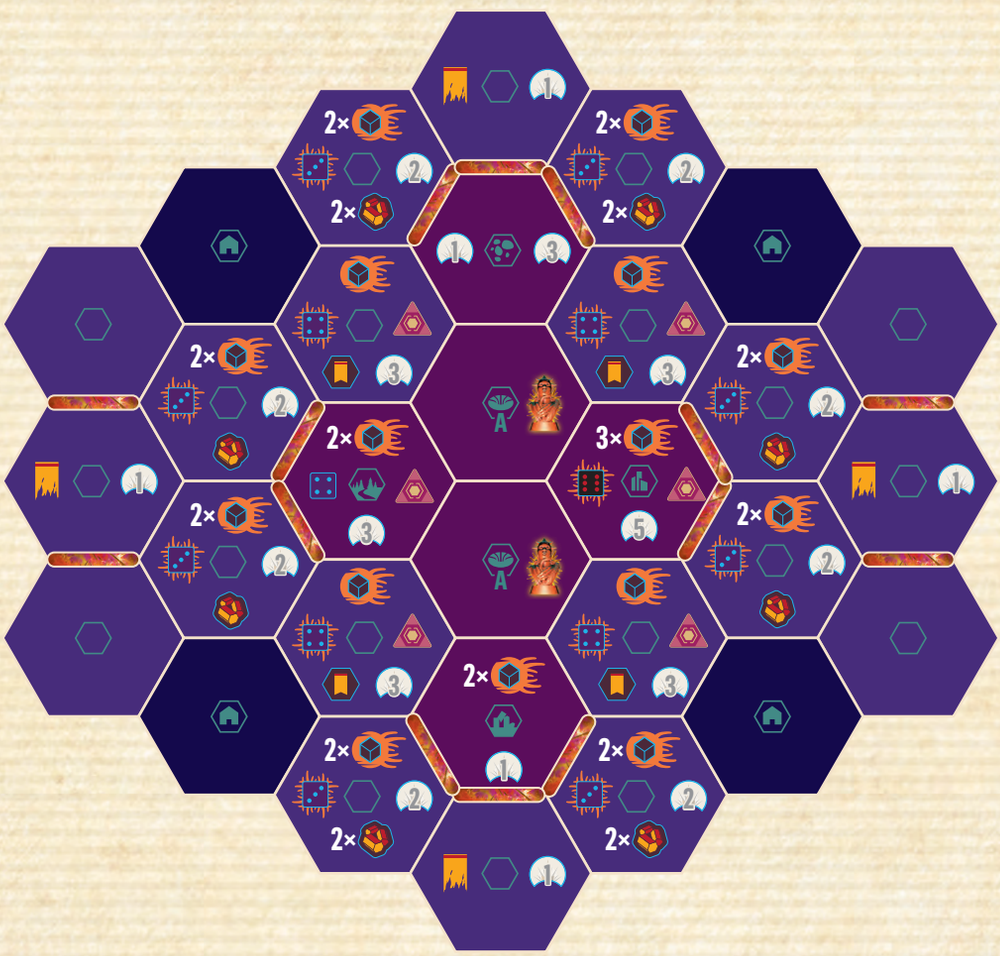
- ASTORAN
- MARQUALOS
- SHIVEUS
- ZENOR

GALACTIC EVENTS FOR EACH CYCLE:

B F G

FALLEN HOUSES:

TECHNOLOGIES:



4 Echoes of the Past

AGGRESSION ●●●○ COMPLEXITY ●●●○ X084

As the war between the last Great Houses and the forces of the Voidborn devastated the Domineum, the last frontline brought the remnants of humanity to the edge of the known galaxy. As they sought to establish their last stand on the undiscovered planets, they soon discovered ancient ruins and abandoned research complexes of unknown origins. The ancient knowledge found there could now be of great advantage to the Houses, and even turn the tide of the war to their favor.

RECOMMENDED HOUSES:

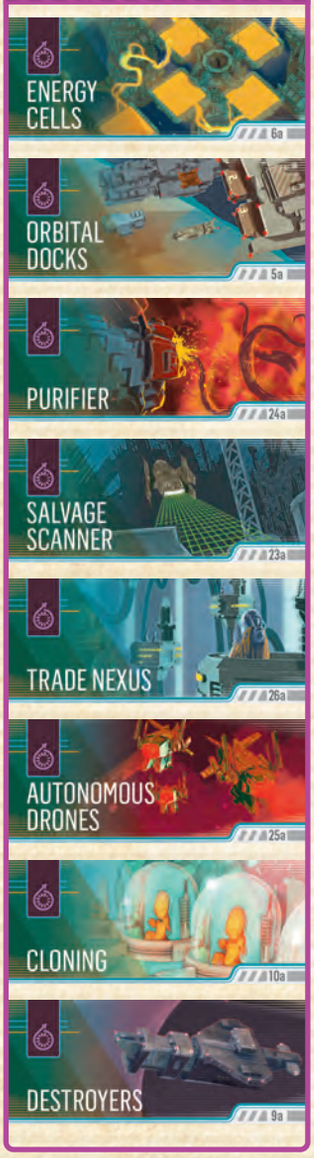
BELITAN
NERVO
NOVARIS
YARVEK

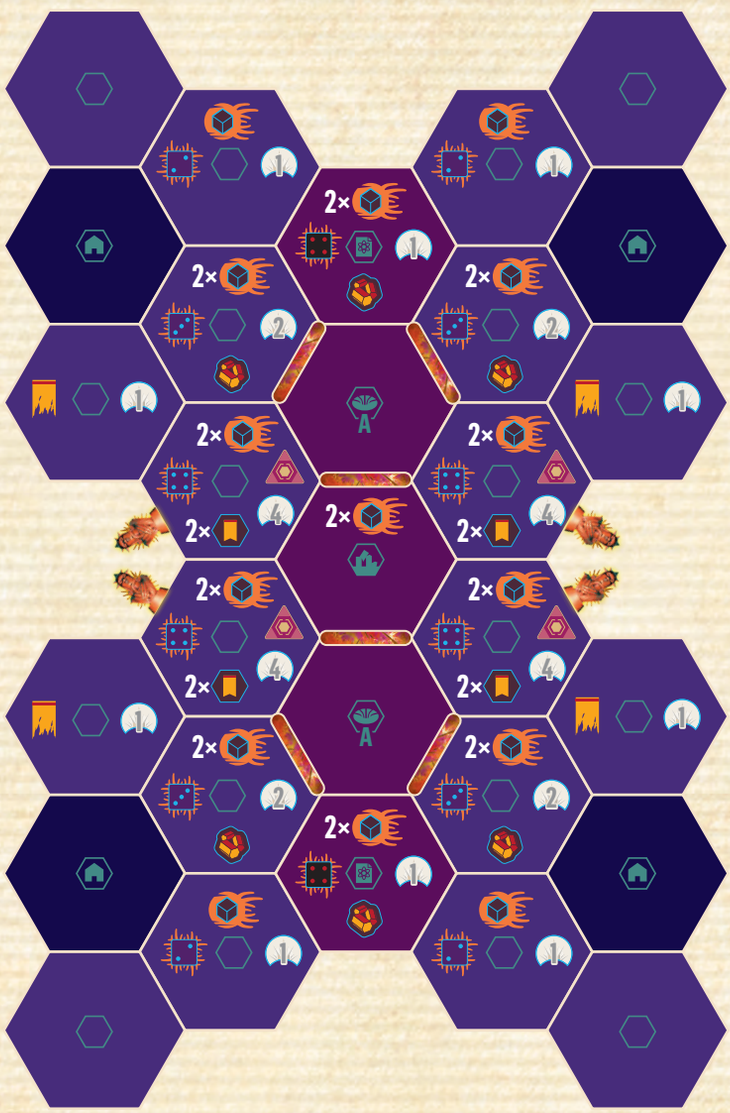
GALACTIC EVENTS FOR EACH CYCLE:

B F G

FALLEN HOUSES:

TECHNOLOGIES:





! Note: Since the Research Complex sector has a pre-printed Starbase, place the Starbases Combat tile under the Main Combat tile.

4 Bastion of Resistance

AGGRESSION ●●●○ COMPLEXITY ●●●○ XO94

Although the Rifts were closed at great cost, only a few of the Great Houses remained who could stand against the Corruption still lingering in the ruins of Domineum. For decades, they have been trying to cleanse the galaxy with little success, but now millions of survivors have been found in a distant corner of the galaxy, sheltering in the safety of a vast asteroid belt. With their help, the Corruption could finally be purged and the building of a new empire can begin.

RECOMMENDED HOUSES:

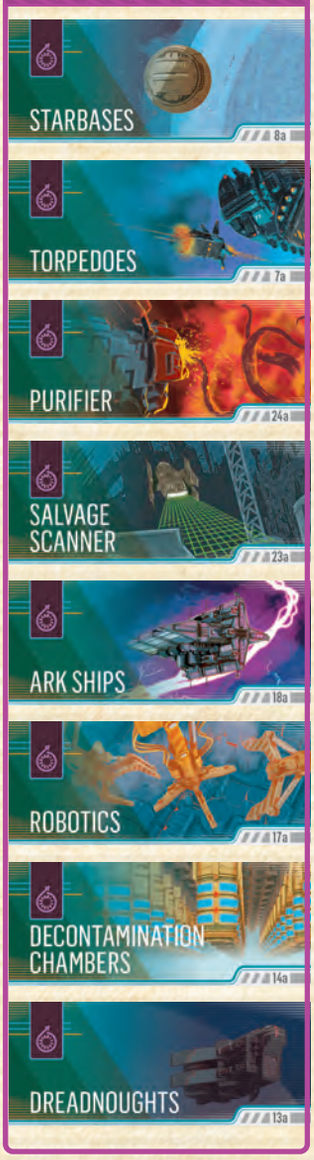
MARQUALOS
NOVARIS
THEGWYN
YARVEK

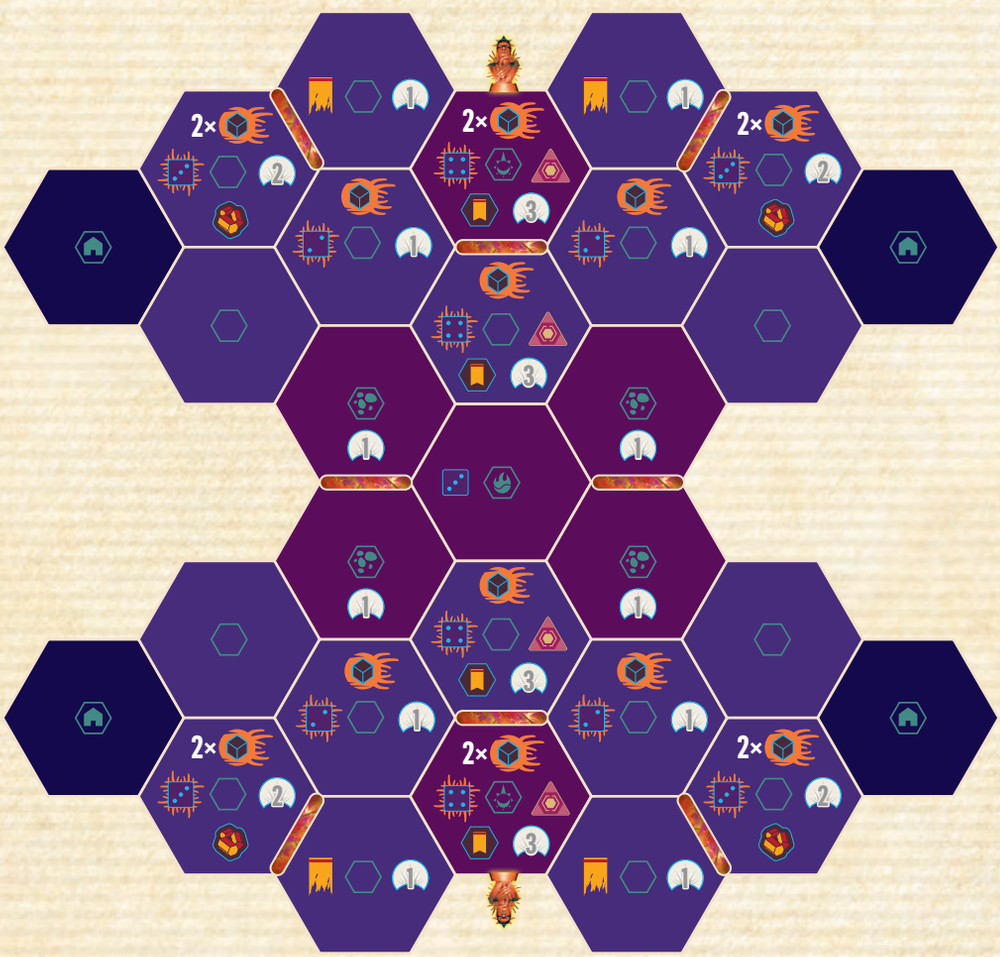
GALACTIC EVENTS FOR EACH CYCLE:

C G H

FALLEN HOUSES:

TECHNOLOGIES:





4 Kingdom Come

AGGRESSION ●○○○ COMPLEXITY ●●○○ X104

At the very edge of the known galaxy, far from the power struggles of the late Domineum, the inhabitants of a few star systems lived a life of peace and in harmony with nature. These planets, which had flourished for centuries as the result of a peaceful and content society, were known to the rest of the empire as the Kingdom of Heaven. But the war eventually reached these domains, too, and if the remaining Great Houses let these worlds fall, the rest of humanity will likely follow.

RECOMMENDED HOUSES:

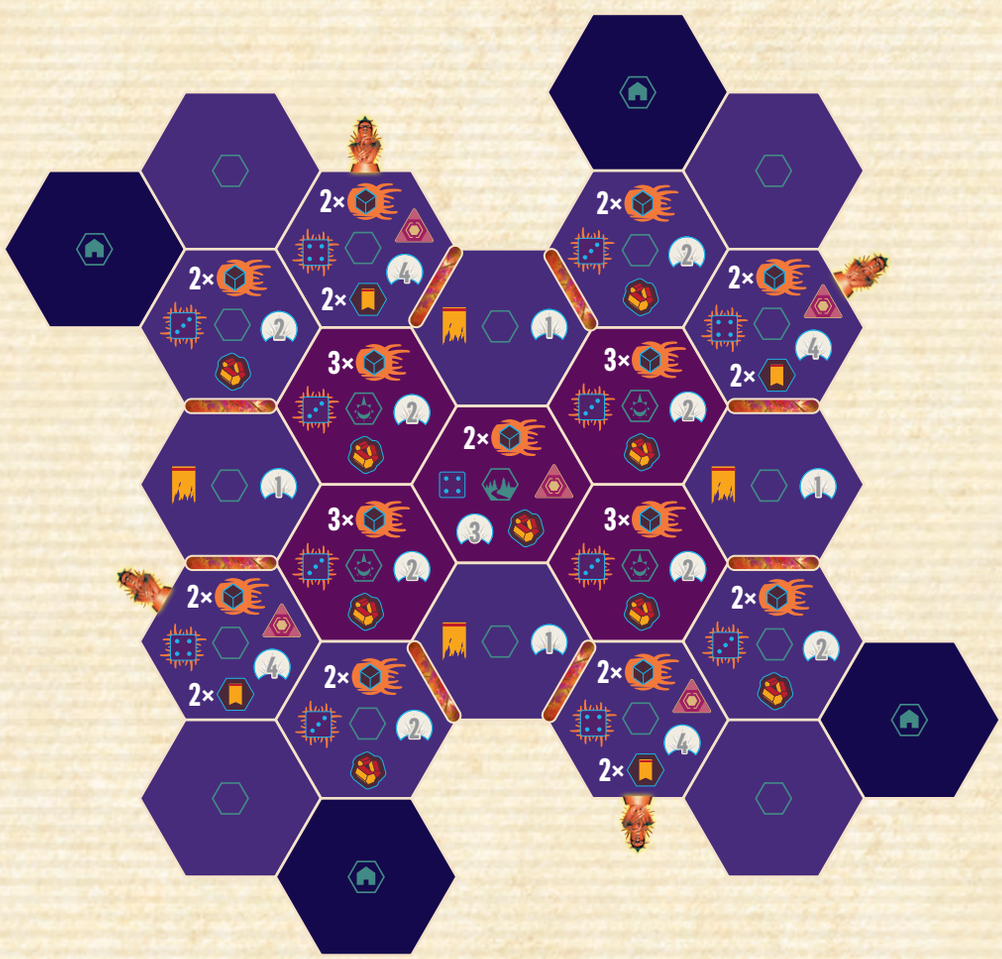
CORTOZAAR
DUNLORK
KRADMOR
THEGWYN

GALACTIC EVENTS FOR EACH CYCLE:

B E H

FALLEN HOUSES:

TECHNOLOGIES:



4 Fractures of Space

AGGRESSION ●●○○ COMPLEXITY ●●●● X114

If the Voidfall itself and the decades of war that followed were not enough, the closing of the Rifts resulted in a cosmic explosion of such magnitude that the fabric of reality was torn apart, leaving empty holes in space the size of a star system. While these anomalies are completely impenetrable, the wormholes created as a side effect of the Voidfall make it easier for the Great Houses to maneuver through them and wipe out the remaining Corruption once and for all.

RECOMMENDED HOUSES:

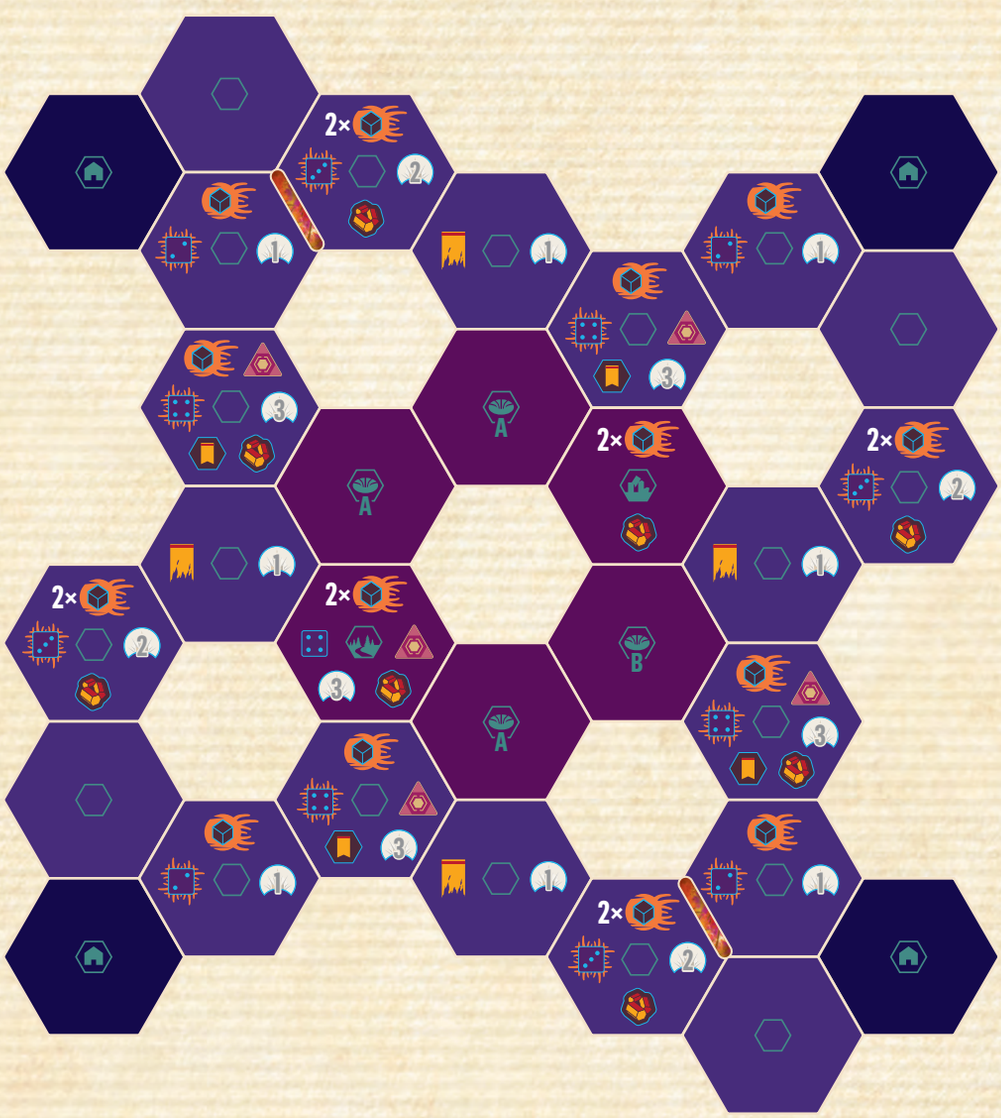
BELITAN KRADMOR NERVO VALNIS

GALACTIC EVENTS FOR EACH CYCLE:

C E H

FALLEN HOUSES:

TECHNOLOGIES:



! Note: Because Wormhole B is adjacent to a Wormhole A, all sectors adjacent to a Wormhole are adjacent to each other (you can treat A and B Wormholes as identical here).

! Note: You may swap the Ancient Ruins or Paradise World sectors with a Megalopolis, setting it up the same way as seen on page 72.

Credits

GAME DESIGN

Nigel Buckle

Dávid Turczi

ART & GRAPHIC DESIGN

Ian O'Toole

PROJECT MANAGEMENT & WORLD BUILDING

Frigyes Schőberl

COMPENDIUM LAYOUTING & EDITING

Attila Kerek, Ágnes Kismárton

COMPENDIUM PROOFREADING

Emanuela Pratt, Emily Blain

MAP DESIGN

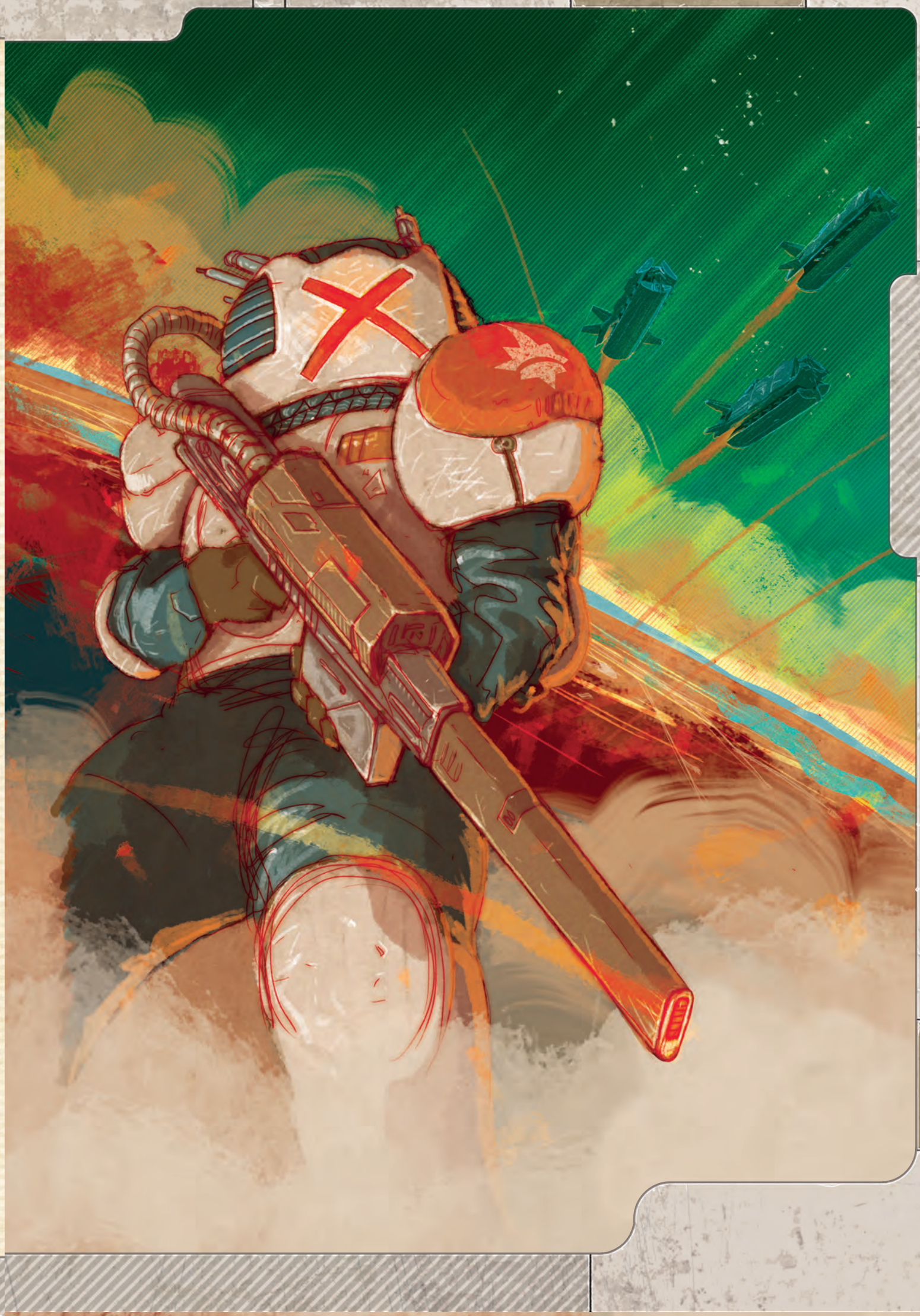
Nigel Buckle

Dávid Turczi

ADDITIONAL MAP DESIGN

Marcel Cwertetschka-Mattasits

- Darkest Hour 4p
- When Darkness Fades 4p
- Whirling Destinies 2p
- Kingdom Come 2p
- Fractures of Space 2/3/4p



MINDCLASH
GAMES